



CLASSIFIED GOLDENEYE CODES!

NINTENDO POWER

P.O. Box 970-3
Rochester, WI 53070-9713

CHANGE SERVICE REQUEST

ILLUSTRATION
BY
DAN
LINDEN
©2000
NINTENDO
OF AMERICA, INC.

PREVIEW THIS:

Turok 3 - N64 Action
Warlock - GBC Strategy
Aidyn Chronicles - N64 RPG

STRATEGIES TO LIVE FOR:

Looney Tunes:
Duck Dodgers
Starring Daffy Duck
Indy Racing 2000
Wario Land 3

ARMY MEN AIR COMBAT

WHEN TOYS ATTACK!

WWW.NINTENDO.COM

June 00 Vol. 133

US \$4.95

Canada \$5.95



0 45496 69171 4

E3 SPECIAL REPORT

**Power up for the
battle ahead.**





POKÉMON STADIUM™

NINTENDO
POWER®

ARE YOU READY FOR POKÉMON STADIUM?

No, I mean are you **READY?**! Because you're about to enter a serious battle zone where only the prepared survive. What's the real trick? Plug into Nintendo Power™ and see for yourself.

Check it out! Right now we've even got a special, hard-hitting offer for you. Along with 12 exciting issues of Nintendo Power for only \$19.95* U.S., you get your choice of one of these — FREE:

- Pokémon Stadium™ N64™ Player's Guide
- Pokémon™ Trading Card Game Game Boy™ Player's Guide (including a limited-edition Venonat™ 1/24 hologram cut board right in!)
- Pokémon Stadium™ T-Shirt (Adult size XL)

How can you lose? Every jam-packed issue of Nintendo Power reveals the tips and tricks, strategies and secret codes, maps and moves to make you a Pokémon master on N64 and Game Boy. Plus, only Nintendo Power has Pokécenter and Pokéchat. No one else covers the rest of the slurrin' Nintendo family of games like Nintendo Power. It's the source.

Stay ahead of the competition with Nintendo Power. And when you enter the Pokémon Stadium, it's you who'll rule!

**ORDER NOW AND SAVE 66% OFF
THE NEWSSTAND COVER PRICE! CALL TOLL-FREE:**

1-800-255-3700

You may also subscribe via our website: www.nintendo.com

(*Cover reveals only. ©2001 EN.)



the source
FOR



© 2001 EN
Nintendo/Game Boy, Game Boy Advance, Game Boy Advance SP, and Game Boy Advance SP are trademarks of Nintendo of America, Inc.





There's more than one way to melt plastic. Deal destruction from above by taking to the skies with our tactics for the ultimate air raid.



ARMY MEN AIR COMBAT

Page
16



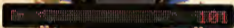


That's 100 more than rat poison.



www.thetruth.com Dustin Ocean Beach, California

Cigarette smoke contains



poisons.

... and he's still the b**omb!**



BOMBER MAN 64

The Second Attack!



... One of our most anticipated Games of 2000.

nintendo.com

- ◆ *New and Improved Bombs - such as Fire, Hurricane and Gravity!*
- ◆ *Five Battle Modes - Survival, King & Knights, Battle Royal, Key Trial, and Score Attack*
- ◆ *Four Players can battle on a Split Screen!*

... with the return of the four-player Battle Mode, this looks like a title that can't go wrong."

nintendofans.com



VATICAL
ENTERTAINMENT

COPYRIGHT © 2000 NINTENDO ENTERTAINMENT AND ITS LICENSEES. ALL RIGHTS RESERVED. NINTENDO AND THE NINTENDO 64 ARE TRADEMARKS OF NINTENDO ENTERTAINMENT INC. BOMBERMAN AND BOMBERMAN 64 ARE REGISTERED TRADEMARKS OF HUDSON SOFTWARE CO., LTD. IN THE UNITED STATES AND OTHER COUNTRIES. BOMBERMAN 64 AND BOMBERMAN 64 THE SECOND ATTACK ARE TRADEMARKS OF NINTENDO OF AMERICA, INC. © 1999, 2000 NINTENDO OF AMERICA, INC.

This May, Bomberman returns

GAME BOY
COLOR



BOMBERMAN
MAX
CHAMPION

BOMBERMAN
MAX
CHALLENGER



- ◆ **THE ONLY INFRARED RESPONSIVE GBC GAME**
(i.e. use your TV remote control to unlock secret mini-games)
- ◆ **LINK UP AND BATTLE YOUR FRIENDS!**
- ◆ **COLLECT AND CREATE NEW CHARADMS**



ESRB RATED
E EVERYONE
Mild American Entertainment Software
1-800-331-3717
for more info.

TUROK 3 PREVIEW



If you're tired of "Cerebral Burn" to mean "the coolest weapons ever" rather than "a dull insult," you'll love this month's brand-new peek at Turok 3's new bosses and Jurassic-killing weaponry.

Page 26

DUCK DODGERS



Marvel the Martians on the loose, and only Daffy Duck can save them in infamously looney romp based on the cartoon, *Duck Dodgers in the 24th Century*. So strap in; it's disposable and learn how to fly the quack down.

Page 30

AIDYN CHRONICLES PREVIEW



D&D is taking it as the best true RPG for the N64. Turn-based battling, Spellcasting, Role-time adventure with four controllable characters at a time. Join the party with this month's preview.

Page 50

WARIO LAND 3



Get good at being bad! Mario's evil evil returns in Wario Land 3 and you'll peek so the wicked tricks that'll keep your purple overalls out of trouble for all 25 levels of the Game Boy Color adventure on page 58.

Page 58

CONTENTS

Volume 133 • June 2000

GAME STRATEGIES

Army Men: Air Combat.....	16
Looney Tunes: Duck Dodgers Starring Daffy Duck.....	36
Indy Racing 2000.....	52
Wario Land 3.....	58
Dinosaur.....	68
Gold & Glory: The Road to El Dorado.....	90

SPECIAL FEATURES

Sneak Preview:	
Turok 3: Shadow of Oblivion.....	26
Your Power Connection:	
Power Online.....	46
Epic Peek:	
Aidyn Chronicles: The First Mage.....	50
Pokémon and More on the Floor:	
E3 2000 Report 2.....	84
First Look:	
Warlocked.....	100

DEPARTMENTS

Player's Pulse.....	10
Classified Information.....	32
Counselors' Corner.....	74
Pokécenter.....	78
Player's Poll Contest.....	98
Arena.....	106
Game Boy a-Go-Go.....	108
New Playing.....	116
Pak Watch.....	122
Next Issue.....	128
Game List.....	128

player's pulse

Judging by the overwhelming response we got to our Super Smash Bros. question, you readers are just as fond of the game as we are. We might not have determined who the best is, but we can tell you this—if you've got the skills (and all of you certainly claim that), any character can reign supreme. Check out what your fellow Smashers have to say.

Pink Power

Two words: Definitely Kirby.
Pat Nolan
Via the Internet

Isn't it obvious? Who could it be except for Kirby? This marshmallow has a ton of skill. He has nerves of steel and a blade of steel, stands his ground as a rock and

mimics all other characters. No contest necessary.
Don Chapman
Via the Internet

I think Kirby is the best character because he is cute, pink, fluffy and very wise.
Jobey Griffin
Via the Internet

The best player on Super Smash Bros. is Kirby, and here's a tip to keep from losing with him: When you get blown really high into the air and are going to disappear off screen, turn into a brick to save yourself.

Nick Young
Via the Internet

We have to admit, Kirby is rather good. Being able to come back from so far off screen is a huge advantage, and Nick's tip will help you combat that high throw that is the only easy K.O. for this Devil-maid veteran. Thanks a lot, Nick—like Kirby, Smashers needed any more help!

Psychic Sitamroller

The best SSB character is

(drumroll!)... Ness! Why? He has a home run bat and psychic powers, and he can run himself into an enemy by using his PK Thunder against himself!

RoverShook
Panna, OH

I hate to admit this, but even though he may not be my best character, Ness is the best in the game.

Sara Flörensagen
Via the Internet

The best character in SSB is obviously Ness. He can jump the highest, his PK Fire can attach itself to other players and his PK Thunder is incredibly powerful if you use it to smash Ness into opponents. Plus, his PSI Magnet recovers damage. Add that to the fact that he's from the greatest game ever—you see why he's the best.

Mark Casner
Howard Grove, WI

Yes, there is a certain contention here at NP who completely agrees with you. While those attacks put Ness on a plateau, let's not forget the instant K.O. When Ness is above another player, he can do the old Down and A attack to dunk them off the bottom of the screen before they can recover.

The Hylian Hit Machine

Who can destroy Gannon-dorf, wild dragons and

Nick Beaulieu
Sandy, UT

witches? Who else can use magic? Who else can both outlight and outsmart people? Link is the best.

Nick Beaulieu
Sandy, UT

By far, it's Link. First of all, he has the original Zelda music, Master Sword and Hyrule castle backing him up, but he also has the infamous bombs, boomerang and Hookshot in his arsenal. One thing bothers me, though. In Ocarina of Time, only young Link can use the boomerang, but in SSB what Link can. Why?

Michael Sharfiter
Via the Internet

He can use the boomerang because he had one specially made for the Smash Bros. tournament, all right? Link does rule the most more often than not, since his attacks are so fast and powerful. His one weakness, the short triple-jump, is negligible in the hands of a master.

The Yoshiator

Yoshi isn't just the cutest Nintendo character ever. Come on, we all know that Yoshi's Sharp and Burp move is the best throw. Even



Link: Nintendo • Art: Leland Beal, Phoenix



Ness: Nintendo • Art: Shermund Park, Alberta



though he has no Up and B move, the rest of his moves more than make up for it. The best is the hip drop

Rolanda J. Schmitt
Via the Internet

Let's not forget the fact that Yoshi is nearly invincible while jumping. Also, that little guy can catch an!

The Samus Spank?

I would have to say Samus is the best Super Smash Bros. character because she can do the "Samus Spank" and you can supercharge her gun.

Alex Potts
Via the Internet

Uh...are like Samus, too, but seriously. "The Samus Spank!"

The Classic Champ

Are you crazy? No one could touch Mario. He's one of the best jumpers in the game, has a slew of moves like the Bowser toss and fireball, and can do insane combos. My favorite is "The Mario TKO Tornado"—a tornado spin, headbutt, coin uppercut.

Mason Mangrove
Via the Internet

The best character is, of course, Mario. Not just because he's Nintendo's main plumber. If he's not doing his spin move up close, he's shooting fireballs from far away.

Kashif Sheikh
Via the Internet

Who could say no to Mario? A certain number on the NP staff who shall remain nameless (Chris "Punkster" Shepperd) was Mario's headbutt so effectively it's practically unstoppable. And that vacuum spin? Forget about it.

Electroshock Therapy

Phiecta is definitely the best. It has super speed and pos-

trifid attacks like thunder, and uses the Quick Attack to get back in the battle.

Dana Winter
Via the Internet

Yeah, but how does Phiecta get such a powerful swing when it has to carry a Beam Sword in its mouth? We can't figure that out. Still, the fact that Phiecta is such a small, fast target makes it incredibly tough.

Aye, Aye, Captain

Captain Falcon is the fastest in the game and can heal items a long way. His Falcon Punch is so strong! And, no one else looks good in black.

Daniel Casey
Via the Internet

But if you mess with his Up and A, you're done for. Then again, if it connects, it's probably the coolest looking attack ever.

The Kong is King

Even though he doesn't have any fancy moves, I think Donkey Kong's brute strength can take anybody.

Chris Leone
Via the Internet

DK is a force to be reckoned with, to be sure. Not only can he hurl barrels around like they were toys, he can also pick up other characters and carry them off the ledge to their doom if you're looking in the match.

Let's Not Forget Luigi

Luigi is just like Mario but better. His uppercut move can K.O. someone with high defense instantly. He's faster than his brother. And

his fireballs go straight and don't fall to the ground like Mario's.

Jose Piskin
Via the Internet

The best character has got to be Luigi. He is very fast and agile and he possesses the built-up rage from being overshadowed by Mario all of these years.

Adam Lowenberger
Via the Internet

Luigi's also the only character whose name does damage. Cool.

Favorite? Fox.

To answer your question, Fox is definitely the best. He has the quickest and most effective moves in the game. The only flaw is that his better moves are complicated, and as a result beginners get screwed.

Tim Hobson
Via the Internet

Oh, so wonder we've been getting screwed.

Puff Can Play

I think Jigglypuff is the best player. Its Sing move is awesome! Go Jigglypuff!

Marcus Oliveira
Via the Internet

If you can use Jigglypuff's Sleep more effectively, we have to admit gratefully that it's almost unstoppable.

Finally, a Philosopher

You wanna know who the best is? Well, "beauty is in the eye of the beholder." Everyone is good—depending on choice, the characters



Bonnie Dross • Calverton, NY, Webtoon.com

SMASH BROS. POWER

Presented by
M. Arakawa
Editor in Chief
Yoshinori Tsubokawa

Managing Editor
SCOTT PATRICK
Senior Writer
JASON LEUNG
Staff Writer
Nate Bialkoff
Journalist/Writer
Dave Williams

Contributing Writers
Ruby Brock
Paul Sabersky
Editorial Assistant
Peter Watt
Data Director
Phil Brown
Associate Editor
James Engle

Production
Johnnie A. Affie
Production Coordinator
Garwin Aguirre
Assistant Editor
MacHalo Gisher

Art Director
Kyle Logan

Senior Designer
Ben Gindoff

Graphic Designer
Tim Hovest
Color Manager
Daniel Wolfswarter

Production Assistant
Chris Schoppert

Assistant Production
Joe Haines
Lisa Williams

Design: Steve Binkley & Rick
V DENNIS

Typesetting: Art Director
Yoshio Ohno

Production
JE Anderson
Adrian Cunniff
Oliver Campbell

Graphic Designer
Rhys Hovest
Seung Min
Alex Nguyen
Chaseen Walsh

Senior Production
Samy Shivaprasad

Graphic Designer
Jeffrey Hwang

Senior Production Manager
Jeff Dufus

Production Coordinator
Melinda Miller

For more information, visit us at
www.ign.com

© 2003 IGN Entertainment, Inc.

SMASH BROS. POWER

VOLUME 133 JUNE 2003

SMASH BROS. POWER is printed in the U.S.A. and published by IGN Entertainment, Inc., 2199 Avenue of the Stars, Suite 1000, Los Angeles, CA 90045. © 2003 IGN Entertainment, Inc. All rights reserved. SMASH BROS. POWER is a registered trademark of IGN Entertainment, Inc. in the U.S.A. and other countries. All other trademarks are the property of their respective owners. IGN Entertainment, Inc. is not responsible for any damage or loss of data that may occur as a result of using this magazine. We warrant that the contents of this magazine are accurate as of the date of publication.

power charts

Summertime is finally here, and with

the warm weather comes some serious heat on the Power Charts. If the no-nonsense debuts of *Pokémon Stadium* and *Mario Party 2* are any indication, it's going to get pretty steamy atop the N64 charts!

NINTENDO 64 TOP 20

1 **THE LEGEND OF ZELDA: OCEANA OF TIME**



Uh, oh. Here it comes: *Pokémon Stadium* begins its charge for the top spot with an incredible debut at number three. If Link isn't sweating in his Kolor boots yet, wait 'til he catches a glimpse of *Mario Party 2*, whose number seven debut won't be too shabby either.

2 **GOLDENEYE 007**



3 **POKÉMON STADIUM**



RANK	GAME	COMPANY	WEEKS	SALES
1	THE LEGEND OF ZELDA: OCEANA OF TIME	NINTENDO	1	18
2	GOLDENEYE 007	NINTENDO	2	42
3	POKÉMON STADIUM	NINTENDO	—	1
4	DONKEY KONG 64	NINTENDO	3	3
5	SOFFER SMASH BROS.	NINTENDO	4	12
6	JET FORCE GUNNIN'	BAE	5	6
7	MARIO PARTY 2	NINTENDO	—	1
8	WRESTLEMANIA 2000	TMO	7	3
9	HARVEST MOON 64	KATSUNE	9	3
10	POKÉMON SNAP	NINTENDO	6	10
11	MARIO PARTY	NINTENDO	8	15
12	RESIDENT EVIL 2	CAPCOM	14	3
13	BAKU-KAZDOH	KAZE	—	22
14	SOFFER MARIO 64	NINTENDO	10	45
15	STAR WARS: POKÉMON SQUADRON	LUCASARTS	12	16
16	WU-KITZ 2000	MONDO	11	6
17	MARIO KART 64	NINTENDO	15	62
18	GAUNTLET LEGENDS	MIDWAY	18	5
19	ARMY MEN: SARGE'S NINJAS	3DO	6	6
20	RAINBOW SIX	RED STORM	17	3

GAME BOY TOP 10

1 **POKÉMON UNDA, HALE, YELSON!**



Do you have any friends?

Everything is stable on the top of the Game Boy charts, so we'll just like to take a moment to single out long-time publisher Super Mario Land 2 & Golden Coins. This game has gone into an incredible No. 10 spot on the Power Charts. Talk about staying power!

2 **THE LEGEND OF ZELDA: LINK'S AWAKENING 64**



3 **POKÉMON PINBALL**



RANK	GAME	COMPANY	WEEKS	SALES
1	POKÉMON (R, B, Y)	NINTENDO	1	19
2	THE LEGEND OF ZELDA: LINK'S AWAKENING 64	NINTENDO	2	26
3	POKÉMON PINBALL	NINTENDO	3	9
4	JAMES BOND 007	NINTENDO	4	26
5	SOFFER MARIO BROS. SR.	NINTENDO	5	5
6	SOFFER MARIO LAND 2+ GOLDEN COINS	NINTENDO	7	90
7	DONKEY KONG LAND 3	NINTENDO	8	30
8	FINAL FANTASY LEGENDS 2	SQUARE	—	79
9	KIRBY'S DREAMLAND 2	NINTENDO	—	58
10	DONKEY KONG LAND	NINTENDO	—	59

1. *POKÉMON*
2. *POKÉMON GOLD (GAME BOY)*
3. *ZELDA: MAJORA'S MASK (N64)*
4. *POKÉMON SILVER (GAME BOY)*
5. *ZELDA: FIGHT OF THE MYSTERIOUS TWIN (GAME BOY)*
6. *BANJO-TOOIE (N64)*
7. *KIRBY 64: THE CRYSTAL SHARDS (N64)*
8. *GAME BOY ADVANCE*
9. *TAKENBLOOD 64 (N64)*
10. *OGRE BATTLE 64: PERSON OF LONELY CALIBER (N64)*

MOST WANTED

are so beautifully evened out it's incredible.

*Boris
Brooklyn, NY*

Thanks for so eloquently summarizing what is, of course, the true genius of Smash Bros. **EVERYONE** is good, and with enough practice, you can turn any one of these characters into world-beaters. Unless, of course, you're playing against another anonymous member of the NP staff who sincerely has to inform you that, with Ness, he would take every last one of you to school.

Evil Fashion Statements

I was playing *Zelda: Ocarina of Time* and was talking to adult Malon at Lon Lon Ranch. I looked at her in the first-person view and noticed she was wearing a brooch. It was **Bowser!** Why would you put Bowser in a *Zelda* adventure?

*Lu Malin
Via the Internet*

Frankly, we didn't believe you until we headed to Lon Lon Ranch and checked it out for ourselves. And wouldn't you know it—you're right! There are two possibilities, the first of

which is that Mr. Miyamoto enjoys shuffling little bits of his creations together, as evidenced by the pictures you can see inside Hyrule Castle from the courtyard. The other possibility is that Bowser has fallen on some hard times since his last defeat and is trying to make ends meet by selling trinkets in his own image. Even super villains have to put bread on the table, you know.

Solar Advisory

I recently read that this year the sun may cause a solar storm that could knock out our electronics for a while. If this is true, will it harm our video games in any way? Please tell us—it could happen at any time!

*Robert Guiford
Via the Internet*

We haven't heard of that particular phenomenon, but we feel it's safe to say that if you have no power, it may be difficult to play in the N64. Unless, of course, you're rigged it with solar panels that can harness that awesome solar storm. Remember, it's a power outage, there's always Game Boy!

Sand+Water?

I think *Pokemon Stadium* is really cool, but there's one problem. In the Kicks' Club there is a game called "Dig, Dig, Dig" that features Sandshrews digging in the desert. The one who gets to the prepet depth first is lifted up on a big spout of water and spins around on it happily. But water hates Sandshrews—what's up with that?

*Jeff Melroy
Via the Internet*

Surprisingly enough, this isn't the only letter we've received on this particular subject, so let's act the recent straight once over for all. Sandshrews may be vulnerable to Water-type **ATTACKS**, but not to water itself. If it wandered down to the edge of the river and tried to take a sip, the river wouldn't swallow it into submission like a Hydro Pump would. By the same token, Ground-types aren't afraid to walk through a plain-old mudslide, even though it may be filled with angry grass.



Money Dreams • Guyton, Louisiana

WRITE AWAY RIGHT AWAY!

The battlefields of Super Smash Bros. aren't the only places where Nintendo worlds collide. As Lu Malin pointed out in one of the month's letters, characters often make cameo appearances in unexpected games. But surely Bowser can't be the only one who's past-tensed, can he? If you've noticed any other sneaky crossover appearances by Nintendo characters, write us and let us know!

SENDING POWER PLAYER'S PULSE

P.O. BOX 97033
RICHMOND, VA 23293-9733
E-mail: npulse@nintendo.com

PHONE DIRECTORY

NINTENDO POWER SUBSCRIPTIONS, SYSTEM SETUP AND REPAIR

1-800-255-3700
(1-800-422-8261 TDD)

6 a.m.-7 p.m. Pacific time
Monday-Thursday
8 a.m.-7 p.m. Sunday
French and Spanish-speaking operators are available

TALK TO A GAME COUNSELOR

1-900-288-0707
U.S. \$1.50 per minute

1-900-451-4400
Canada \$2.00 per minute

(1-425-863-9744 TDD)
6 a.m.-7 p.m. Pacific time
Monday-Thursday
6 a.m.-7 p.m. Sunday
Callers under age 18 need to obtain parental permission to call

POWER LINE 1-425-885-7529

Pre-recorded Game Tips and Future Product Information

Get news about recent releases and upcoming games for all Nintendo systems. Call for help on *Pokemon*, *Pro*, *Star Wars*, *Pokemon*, *Jet Force Gears*, *Shovel Knight*, *My Nintendo*, *Delta Force*, *Star Wars: The Force Unleashed*, *Super Smash Bros.*, *Shovel Knight*, *Castlevania*, *Star Wars: Episode I*, *Quest*, *Star Wars: Episode II*, *Star Wars: Episode III*, *Star Wars: Episode IV*, *Star Wars: Episode V*, *Star Wars: Episode VI*, *Star Wars: Episode VII*, *Star Wars: Episode VIII*, *Star Wars: Episode IX*, *Star Wars: Episode X*, *Star Wars: Episode XI*, *Star Wars: Episode XII*, *Star Wars: Episode XIII*, *Star Wars: Episode XIV*, *Star Wars: Episode XV*, *Star Wars: Episode XVI*, *Star Wars: Episode XVII*, *Star Wars: Episode XVIII*, *Star Wars: Episode XIX*, *Star Wars: Episode XX*, *Star Wars: Episode XXI*, *Star Wars: Episode XXII*, *Star Wars: Episode XXIII*, *Star Wars: Episode XXIV*, *Star Wars: Episode XXV*, *Star Wars: Episode XXVI*, *Star Wars: Episode XXVII*, *Star Wars: Episode XXVIII*, *Star Wars: Episode XXIX*, *Star Wars: Episode XXX*, *Star Wars: Episode XXXI*, *Star Wars: Episode XXXII*, *Star Wars: Episode XXXIII*, *Star Wars: Episode XXXIV*, *Star Wars: Episode XXXV*, *Star Wars: Episode XXXVI*, *Star Wars: Episode XXXVII*, *Star Wars: Episode XXXVIII*, *Star Wars: Episode XXXIX*, *Star Wars: Episode XL*, *Star Wars: Episode XLI*, *Star Wars: Episode XLII*, *Star Wars: Episode XLIII*, *Star Wars: Episode XLIV*, *Star Wars: Episode XLV*, *Star Wars: Episode XLVI*, *Star Wars: Episode XLVII*, *Star Wars: Episode XLVIII*, *Star Wars: Episode XLIX*, *Star Wars: Episode L*, *Star Wars: Episode LI*, *Star Wars: Episode LII*, *Star Wars: Episode LIII*, *Star Wars: Episode LIV*, *Star Wars: Episode LV*, *Star Wars: Episode LVI*, *Star Wars: Episode LVII*, *Star Wars: Episode LVIII*, *Star Wars: Episode LIX*, *Star Wars: Episode LX*, *Star Wars: Episode LXI*, *Star Wars: Episode LXII*, *Star Wars: Episode LXIII*, *Star Wars: Episode LXIV*, *Star Wars: Episode LXV*, *Star Wars: Episode LXVI*, *Star Wars: Episode LXVII*, *Star Wars: Episode LXVIII*, *Star Wars: Episode LXIX*, *Star Wars: Episode LXX*, *Star Wars: Episode LXXI*, *Star Wars: Episode LXXII*, *Star Wars: Episode LXXIII*, *Star Wars: Episode LXXIV*, *Star Wars: Episode LXXV*, *Star Wars: Episode LXXVI*, *Star Wars: Episode LXXVII*, *Star Wars: Episode LXXVIII*, *Star Wars: Episode LXXIX*, *Star Wars: Episode LXXX*, *Star Wars: Episode LXXXI*, *Star Wars: Episode LXXXII*, *Star Wars: Episode LXXXIII*, *Star Wars: Episode LXXXIV*, *Star Wars: Episode LXXXV*, *Star Wars: Episode LXXXVI*, *Star Wars: Episode LXXXVII*, *Star Wars: Episode LXXXVIII*, *Star Wars: Episode LXXXIX*, *Star Wars: Episode LXXXX*, *Star Wars: Episode LXXXXI*, *Star Wars: Episode LXXXXII*, *Star Wars: Episode LXXXXIII*, *Star Wars: Episode LXXXXIV*, *Star Wars: Episode LXXXXV*, *Star Wars: Episode LXXXXVI*, *Star Wars: Episode LXXXXVII*, *Star Wars: Episode LXXXXVIII*, *Star Wars: Episode LXXXXIX*, *Star Wars: Episode LXXXXX*, *Star Wars: Episode LXXXXXI*, *Star Wars: Episode LXXXXXII*, *Star Wars: Episode LXXXXXIII*, *Star Wars: Episode LXXXXXIV*, *Star Wars: Episode LXXXXXV*, *Star Wars: Episode LXXXXXVI*, *Star Wars: Episode LXXXXXVII*, *Star Wars: Episode LXXXXXVIII*, *Star Wars: Episode LXXXXXIX*, *Star Wars: Episode LXXXXXX*, *Star Wars: Episode LXXXXXXI*, *Star Wars: Episode LXXXXXXII*, *Star Wars: Episode LXXXXXXIII*, *Star Wars: Episode LXXXXXXIV*, *Star Wars: Episode LXXXXXXV*, *Star Wars: Episode LXXXXXXVI*, *Star Wars: Episode LXXXXXXVII*, *Star Wars: Episode LXXXXXXVIII*, *Star Wars: Episode LXXXXXXIX*, *Star Wars: Episode LXXXXXXX*, *Star Wars: Episode LXXXXXXXI*, *Star Wars: Episode LXXXXXXXII*, *Star Wars: Episode LXXXXXXXIII*, *Star Wars: Episode LXXXXXXXIV*, *Star Wars: Episode LXXXXXXXV*, *Star Wars: Episode LXXXXXXXVI*, *Star Wars: Episode LXXXXXXXVII*, *Star Wars: Episode LXXXXXXXVIII*, *Star Wars: Episode LXXXXXXXIX*, *Star Wars: Episode LXXXXXXX*.

NINTENDO POWER SOURCE

www.nintendo.com
E-mail: nintendo@nintendo.com



You'll
no longer need
imaginary friends.

If you love video games, Wal-Mart has plenty of Nintendo games and accessories to keep you company. From N64 Systems to Game Boys, they're all just waiting at our Every Day Low Prices for someone to play with them. Will you be their friend?

Nintendo - Wal-Mart Got It?

Demion, Wal-Mart Customer



Pokémon Pinball

\$27.88



Pokémon Yellow

\$22.88



Wario Land 3

\$24.96

Available June 1



Pokémon Trading Card

\$22.88



Game Boy Color
Systems

\$69.96 each

ESRB Rating System



walmart.com © 2006 Wal-Mart Stores, Inc.

WAL★MART
ALWAYS LOW PRICES.

Always

Prices subject to U.S. law. © 2006 Wal-Mart Stores, Inc. All rights reserved. Wal-Mart Stores, Inc. is a registered trademark of Wal-Mart Stores, Inc. Wal-Mart Stores, Inc. is a registered trademark of Wal-Mart Stores, Inc.

ARMY MEN™ AIR COMBAT™



● YOU HAVE TO LOVE THE SMELL OF BURNT PLASTIC IN THE MORNING. IT SMELLS LIKE VICTORY, DOESN'T IT? 300 HAS YOUR CHOPPER WARMED UP ON THE HELIPAD. THE REST IS UP TO YOU. ●

PLASTIC PROPELLER POWER

The seemingly endless war between the despicable Tan oppressors and the Green freedom fighters has entered a new phase—total air war. No man, woman or insect is safe from the harbors of high explosives starting down from above after waves of whitebirds.

As air chopper pilot Captain Blade, you'll be the one hovering in harm's way. Take the fight to the Tans from the peace blankets of the park to the next door neighbor's icy driveway. Once again, jDO brings these plastic warriors to life on the N64.



MP-RATING NOTES

This game contains scenes of violence, blood, drug and marijuana, items of plastic toys that degrade and, to assemble actual pieces.



HELICOPTERS

A skilled pilot like Captain Blade should be able to fly a Mimp through the eye of a needle, but it doesn't hurt to have the best plastic hardware available. We'll get better choppers as you progress.

HUEY

The Huey is nimble enough to evade most ground fire. Its light weight armor will give you no other choice.

CHINOOK

Big, unarmored and powerful, the Chinook was made for heavy lifting, not high speed assaults.

SUPER STALLION

This is a horse you wouldn't want a warbling lullaby of weapons fire. It's just as good as it gets.

APACHE

The powerful war hawk is the only way to fly once the Green generals make it available to you.

CO-PILOTS

The job-related duties of this conflict can get busy without a competent Green copilot backing you up. Most of them have special skills—check the mission requirements to see if the best solution for the task is hand.

WOODSTOCK

This 80's throwback is a terror with a machine gun. If it's hot, he'll shoot it.

HARDCORE

Fighting robots are the preferred weapons of the fierce Flyer with an itching trigger finger.

RAMWIDE

Plots turn to the party professional when they face a fault-watching work.

FELICITY

Her name doesn't sound very threatening, but don't fall for it—the less she just Napsies.

SARGE

When you need to rely on the steady nerves of a veteran, turn to the old combat vet.

2-PLAYER CAMPAIGN

Communication and teamwork are the keys to any successful military operation. This mode allows you and a friend to put two choppers in the air then divide your duties. The extra help will come in handy at the higher levels of the game.

TAN BASHING

The tanks are often swarmed in clusters of troops, armored vehicles and missile battalions. You can even the odds by dividing your destruction duties.

TWO PRONGED ATTACK

If there's more than one way to reach through a trap, two pilots working in unison can close like wasps on a central location.

BAG THE BOSS

Amazingly resilient, the like the toy robot in Psycho's language can be better headed with two choppers—one acting as a decoy while the other flies.

OFFICERS CLUB

If you aren't finding particularly cooperative, wander over to the Officers Club for a hot, friendly fighting. Up to four players can go rotation-scope. You won't get sent to the stockade for assaulting an officer in these games.

BUG HUNTING

Two of the multiplayer contests have you competing to exterminate enemy crickets. The last player to get 100 Bug Points wins.

FLAG-NAB IT

Fort Fantasy offers a traditional take on Capture the Flag, while Frost or Burn will send you and your opponents on a red flag treasure hunt.

FOOD FIGHT

There's plenty of food for everyone at the picnic, but only one person will lead the mission back enough to win the game's Picnic Points.



THE PATH TO GREEN GLORY

The Green Army didn't make us do it, they made us do it, so you could enjoy the scenery. The time has come to defend the glorious way of life of our dying Tan forces here, both by staying on the border and by starting to take the General Phoenix will arrange a major offensive into our territory. This war will be waged on many fronts. You will range from the cursed Tan army to mindless insects, many of which are vulnerable to the advanced weaponry found on the battlefields. Pay close attention to the briefings and objectives, soldier! You may just make it back in one piece.



MISSION 1

BRIEFING: THE HILLS ARE ALIVE... WITH THE SOUND OF GUNFIRE. YOU NEED TO FIND THE GREEN WISE TUCKED INTO THE FOOTHILLS THEN PICK UP A SUPPLY CRATE FOR THE TROOPS ON THE OTHER SIDE OF THE PASS. WATCH OUT FOR CURSED PIGS FROM A NEARBY DEBRIEF OF TANS.

MISSION 2

BRIEFING: THE TANS FIGURE IT'S A GREAT DAY FOR A BOVE IN THE COON TRY. BUT YOUR JOB IS TO PUT AN END TO THEIR JOYRIDE BY DAYE—PFA GOOD. FIND THE TAN GARAGES AND DESTROY THEM BEFORE THEY MANAGE TO BREAK THE GALLS THROUGH THE PASSAL.

MISSION 3

BRIEFING: A GREEN ARMY SUPPLY TRAIN IS SITTING ON THE TRACKS AND BLINDING FIRE. A TAN CHOPPER STOLE THE TRAIN'S POWEL SMOOGE, SO YOU'LL NEED TO STEAL IT BACK. IT WILL BE UP TO YOU TO CLEAR A SAFE PATH FOR THE TRAIN GETS MOVING.

MISSION 4: TAN TERROR-TORY

BRIEFING: THERE'S NO DENYING THE TANS ARE AGGRESSIVE, BUT THEY DON'T WIN ANY POINTS FOR ORIGINALITY. AFTER PLAYING OUT WIND OF THE GREEN'S GALLIC ALPHA WOLF SOLUTION, HE HAD TO PUT TOGETHER HIS OWN FLYING PIGS, SCRAM THE COUNTRYSIDE FOR THE TAN AIR BARRS THEN CANCEL ALL PLAYERS FOR THEM! GOT TERROR, MAYBE WE SHOULD RENAME THEM THE GREEN'S WOLVES.



You won't do much damage with your machine gun flame—so I need extra firepower. Pick up the pile of power-ups at the start of the mission.



Show no mercy when you find the Tan bases on the map. Use whatever heavy ordinance you have to level their nasty barge buildings.



The blue spy vehicles make particularly attractive targets, considering they have a power-up built in whenever you destroy them.



As with most missions, a job well done is rewarded with a tip through the portal. You are then rewarded with another dangerous mission.

MISSION 5: BUG BATH

BRIEFING: AS IF IT'S NOT HARD ENOUGH THAT THE TARD ARE CONTINUALLY DRAGGING THE GREEN ARMY INTO THE PLAY, NOW THEY'VE JOE-BAPPED INNOCENT CIVILIAN INSECTS. THE BELLA-DUCKED EGGS HAVE BEEN MUTATED INTO HORROR-FUL, PLASTIC-BUBBLING MONSTERS. FUSE THEM FROM THEIR TAN POSITIONS, THEN WATCH AS THE CREATIONS DESTROY THEIR QUARTERS.



The TARD have scattered away their mutated bugs in burrows near that heavily defended base. A well-placed shell will free the prisoners.



Don't bother yourself with the fat boys near the eggs in this. They'll make short work of their former captors without your help.



As a new pest in the center of the map will allow you to visit more TARDs in Bowers of the myran corner the TARD have placed them to stop you.



If you don't have a lot of ammo ready, you can always pick up objects—the green ar plants—then drop them on an egg and perished.

MISSION 6: UNINVITED GUESTS

BRIEFING: ANTS, NATURE'S ORIGINAL ARMY, HAVE BEEN SUICIDED IN THE VICINITY OF GREEN TROOPS, WORKED INTO A FURRY BY SUGAR AND HIS TREATS. THE ANTS ARE TEARING THE TROOPS TO PLASTIC SHEDS. A STEADY HAND WITH THE WINKER SHOULD ALLOW YOU TO MOVE THE FOOD AWAY FROM THE GREEN TROOP, ELIMINATING THE THREAT. TANKS ALSO HAVE BEEN SPOILED IN THE AREA.



Take care of the TARD who's helping your Green brothers. You can drop the food on the tank to divert the ants to the enemy bases.



The Green boss on the egg bunker is under siege! Get that food out of there ASAP, especially the doughnut in the middle of the compound.



Here Like must not be very busy, because those big bits of the most product are always needed. Drop them on the TARD to destroy a base.



Saving your troops is important, but destroying the bases also is critical to the mission. Ploof the area with a barrage of missiles.

MISSION 7: ANTS IN THE PANTS

BRIEFING: IT TURNS OUT THE ANTS ARE NOT ATTACKING JUST TO FEED ANYMORE. THEY'RE ATTACKING A GREEN BASE NOW THAT THEY'VE DEVELOPED A TASTE FOR PLASTIC. THE ONLY MOP-UP THE BASE IS TO STEM THE FLOW OF SIX-LEGGED MONSTERS BY BLASTING THEIR ANT HILLS WITH GUIDED BOMBS. WHEN THE TRIGGERS GO OFF, STEAL THE TAG AND THEN HEAD FOR THE PORTAL.



There are more than enough cherry bombs in the Green armor's to handle the ants. Pick them up one at a time that carry them to your targets.



Release your red charge when you find an active ant hill. Be sure to aim the bomb in the ant hill itself. It will explode a few seconds after it lands.



Look for the measuring tape near the center of the map. If you blast it, you'll uncover the base's secret weapon: the UFO.



Your Chooch may not look powerful enough to carry the UFO to the portal, but the team's sand power booster was made for just this sort of duty.

MISSION 8: SAUCER ATTACK

BRIEFING: NOW THAT YOU HAVE THEM UP, THE GIGS FEEL THEY HAVE NOTHING TO LOSE BY LAUNCHING AN ALL-OUT ASSAULT ON THE GREEN ALPINE BASES. THEY HAVEN'T COORDINATED ENOUGH TO LAUNCH THE ATTACKS SIMULTANEOUSLY, SO YOU'LL HAVE TIME TO COUNTER THE TANK INFEAT AT EACH BASE. YOUR VOICE IS DOWN WHEN ALL THE TANK ENEMIES HAVE BEEN ELIMINATED.



The battles in this mission are early on against tanks. Use available weapons to advance the tank forces before they do the same to your bases.



The risks you took in the previous mission are starting to pay off. The original UFO will help you out by zapping Tans in this mission.



In addition to the other entrance you'll find in this mission, you can pick up sand to return to drop on enemy forces. They'll light to the last man.



Keep on top of your map to track the action in the region. The final assault is stronger and uses a little longer than the previous attacks.

MISSION 9: THE HEAT IS ON

BRIEFING: YOU CAN'T KEEP A GOOD THING DOWN. SARGE HAS LED A CONTINGENT OF SCIENTISTS IN A DARING ESCAPE FROM A TRAP DATE. UNFORTUNATELY, THE THOUGT-OLD SCUMPER HAS STUMBLED UPON A PETAT HE GAVE HIM. SUN BEAMS PLASTIC, A MOUNTAIN-MOUNTAINING FLUID IS SLOWLY MELTING THE EUC TILES INTO GREEN PUDDLES. RESCUE THEM BEFORE THEY GET THE ULTIMATE TINKLE.



A Tin wraps a crystal of the mass expanse network of puddles. Head to the left then follow the path perimeter to destroy the vessel.



The slowly melting sun beams are the last priority. Which means up to the relative shade of your helicopter before you go after Sarge.



It appears Tin troops have managed to recapture Sarge. Blast their back to snuff out to release the grinded vehicle from their clutches.



Sarge isn't out of the woods yet! Escaping from the sun beam only left him vulnerable to the solar beam. Quickly hot it out of danger!

MISSION 10: THE MELTING POT

BRIEFING: AFTER THEIR INVESTING IN JEWELRY, GENERAL PLUSTON HAS BEEN MAKING OUT HIS PLASTIC GUMBY ACCOUNT TO FINANCE A NISSAN MID-CONTROL MACHINE. IT APPEARS THE THIMBLE HAS PAID OFF THE DETAIL IS TUCKING GIVEN (ROSTER) AGAINST GIVEN (ROSTER). THERE MUST BE A WAY FOR YOU TO HELP DETOUR THESE GADGETS TO THEIR FUGGERS MANDSET—AND MORE.



Barbedes block the massive canyon to the battlefield! You won't be able to fly around them. Just blast through them with rockets.



A green crayon is your only hope for returning your fighting gear to its back to normal. You'll find it on a beach in the next to a coloring book.



Carry the crayon up the inferno where the final mechanical device is located. Drop the crayon into the machine's Trap to shut it down.



It's time for a little payback. The 'Ter Super Battletop, docked near the mouth of the river, is vulnerable to attack. Take it out.

MISSION 11: RIVER RAPIDS RIOT

BRIEFING. WHO WOULD EVER CONSIDER DRINKING TEA TO A TEDEY BEAT? YOU OBTAINED IT—THE SWEET, SINKING TASTE! THIS HEAD IS WORTH GREEN HITTING PROBABILITY AND MUST BE PROTECTED AT ALL COSTS. THE PLAN TO TRY WILL POINT DOWN THE LEVEL OF SMOKEY TO GREEN HELICOPTER WITH THE DOWNRIVER. MAKE SURE THE TAN NAVY DOESN'T BLAME THE STOPPING OUT OF IT FIRST.



1 A Techie has its hooks in the delirious bear! Start the chopper before it's too late as the goal is to release the bear into the current.



2 Stay close to the floating bear. Drop a Tan ship whenever you're able to attack the floating toy from all possible directions.



3 There's no end to the Techie's on the waterways. Patrol boats will stop the Techie's progress. Don't die at a stop if you don't play attention.



4 It's just like the Tans to have an ambush planned at the end of your route. Use heavy ordnance against the battleship that appears from a pipe.

MISSION 12: NIGHTTIME TEDDY

BRIEFING. IT'S IMPERATIVE FOR TAN HELICOPTERS TO PENETRATE DEEPEN. ASAP AGE UNNOTICED WHEN THE RADAR DEFENSE SYSTEM IS WORKING PROPERLY. UNFORTUNATELY, TIND HAVE FOUND A WAY TO DISABLE THE RADAR DISNEY. YOU'RE RESPONSIBLE FOR GETTING POWER. PENETRATING TO THE BORN SITES. WHEN YOU'RE FINISHED WITH THAT TASK, BREAK HARD ON NEARBY TAN BASES.



1 The factory pack generators are being, but your Super Starlin chopper can handle them with its superior witching power.



2 Gelled Green engineers are wiring the necessary inside the dish sites for emergency power. Drop the battery packs to them.



3 The Tans aren't just going to sit there while succoring power to the radar system. Try to eliminate them as you complete your mission.



4 As always, there's a portal waiting for you at the end of your mission. You need to take out the Timberbees before it will appear.

MISSION 13: DEMOLITION TIME

BRIEFING: THE T-28 COMMANDERS KNOW THEY CAN'T BEAT THE GREEN ARMY IN A FAIR FIGHT. THEY'VE ASSEMBLED A FORCE OF REMOTE-CONTROLLED CARS TO ROLL OVER THE GREEN INFANTRY WHILE THEY SIT BACK AND TAKE 'D' SHOTS, DESTROYING THE CONTROL DEVICES IS THE KEY TO ENDING THIS NEW THREAT. TO FINISH THEM OFF GET THE CONTROL DEVICES TO DESTROY YOU.



The 4 enemy cars are controlled by black boxes inside of the lowest level of a garage. You'll have to paralyze the remote controls with rodents.



Pick up extra life whenever you find it. It will be difficult to get through the narrow amount of ground line without taking a few hits.



The T-28s have positioned a remote's control in a deep bunker near a drain pipe. Drop paralyzers and guided missiles on the offending device.



Take advantage of the temporary invisibility from power-ups, or if you outman the game. It's the best way to blast the rodents from close range.

MISSION 14: PICK UP THE PIECES

BRIEFING: GREEN TECHNOLOGISTS HAVE DISCOVERED A NEW T-28 SECRET WEAPON. THE SO-CALLED SAMPER HELICOPTER PROJECT IS NEAR COMPLETION IN THE HANGAR. YOU MUST HALT THE CONSTRUCTION OF THIS POWERFUL NEW AIRCRAFT IF THE GREEN WAY OF LIFE IS TO CONTINUE. PICK UP THE SIX PIECES OF THE SAMPER HELICOPTER THEN TAKE THEM TO A SPECIAL GREEN HANGAR FOR REVERSE ENGINEERING.



Parts of the helicopter project are scattered just in case. The aircraft's components are ready to be snapped together.



Green command has set up a special hole to examine the top technology. It's marked with a pink square in its control courtyard.



Make a detour to the edge of the map to pick up extra life then head back into the fray. Otherwise, you may not come up if it's a no-win.



The T-28s have cleverly hidden one of the components in the terrorist's natural hole. Use wind power to pull it from the flower.

MISSION 15: HAVE AN ICE DAY

BRIEFING. COMBAT IS ALWAYS A GRIM BUSINESS, BUT IT'S ESPECIALLY OUPHICALLY IN REFRESHING CONDITIONS. SARGE AND HIS COMMANDERS HAVE JUST ESCAPED FROM A TRAP LADEN IN THE ICE NORTH END OF THE ICELAND. FLY CLOSE TO THE GROUND TO KEEP THE GREEN SOLDIERS ALIVE. YOUR AERIAL ADVANTAGE ALLOWS YOU TO SPOT AND ELIMINATE LAND MINES IN THEIR PATH.



Each of the escaped Green soldiers is trapped. Eliminate the roadside mines to get them moving to the rendezvous point.



Sarge and his men will separate into the blocks of the mission. Be sure to check the map to find their various starting locations.



Because the Green soldiers take different routes to the rendezvous point, you'll need to scout out their paths to neutralize threats.



Once the soldiers make it to the waiting jeep, they'll take a dangerous route to the port. Keep them alive until they get there.

MISSION 16: PLASTRO'S REVENGE

BRIEFING. THIS IS THE FINAL CONFRONTATION. GENERAL PLASTRO HAS DIRECTED ALL THE PLASTIC MINDS OF THE TAIN ARMY ON YOUR LOCATION IN A DESPERATE ATTEMPT TO STOP YOUR MISSION. IF THEY SUCCEED AND ENGAGE, A TERRIFYING NEW WEAPON WILKS ITS DEBUT IN THIS BATTLE. THE ROAD TO PERMANENT MAY NOT BE FAST, BUT IT'S NEARLY IMPENETRABLE TO YOUR WEAPON.



Quarry bombs will detonate into Plastro's alkaline energy bases. We'll need to track explosives shipments to find the bombs.



The robot seems to take so much punishment as you can do it. If you want to finish the mission, it might be wise to recruit another pilot.



COLOR CLASH

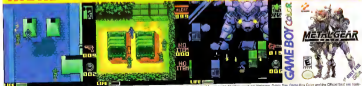
You may be in line for promotion if you manage to survive. Plastro's final onslaught. Hee... Major Blade. Do you like the sound of that? Okay, quite drowsy. There's a guided missile or six a'clock, and it's closing fast on your position. ♣



GAME BOY COLOR



**WHEN YOU'RE IN THE MIDDLE OF A FIRESTORM,
WITH THE FREE WORLD COUNTING ON YOU TO SINGLE-HANDEDLY FOIL A TERRORIST NUCLEAR NIGHTMARE,
KICKBALL STARTS TO SEEM A LITTLE SILLY.**



Metal Gear Solid is an authorized trademark of Konami Co., Ltd. Metal Gear Solid is a trademark of Konami Co., Ltd. All rights reserved. Game Boy Color is a Game Boy Advance family trademark of Nintendo. © 2002 Konami Co., Ltd. All rights reserved. Konami is a registered trademark of Konami Co., Ltd. Game Boy Color is a registered trademark of Nintendo. Metal Gear Solid is a registered trademark of Konami Co., Ltd. The orange bar is a trademark of the Electronic Arts EA GAMES logo.

TUROK 3

SHADOW OF OBLIVION

© 2001 Acclaim Entertainment, Inc.



PREPARE FOR THE HUNT

ACCLAIM'S TUROK TRADITION CONTINUES WITH FRESH FACES AND A DARKER LOOK. TUROK 3 WILL GIVE YOU CHILLS ALONG WITH THE THRILLS.

The vast world of Turok are reborn in the *Acclaim* Action Heroes: *Acclaim* (ASA) is resurrecting its arrowhead to the full glory of the newest installment in the action-packed N64 series. The *Acclaim* Fireborn are back, but a new danger

threats now occupies center stage. Members of the *Acclaim* class must face an evil force of ungodly magnitude if they are to pass the mantle of Turok to their descendants. Summon all of your courage, you are about to walk in the blood-soaked world of Oblivion.

WAR DRUMS, ONCE AGAIN

It is a noble bloodline. Turok: Dinosaur Hunter was the original first-person shooter for the N64. Turok 2: Seeds of Evil was among the first Game Paks to take advantage of the Expansion Pak. Turok: Rage Wars brought an unprecedented range of multiplayer options to the series. With Turok 3, the warriors of the Lost Land are set to go in a new, more frightening direction. "It's a darker game," said David Diermabier, Creative Director for the Turok games at Acclaim Studios Austin. "We wanted the Oblivion creature to be very

ominous, the kind of horrific stuff that bad dreams are made of. The game actually starts out with a nightmare sequence". Nintendo Power sat down to talk with Diermabier in the offices of ASA, formerly known as Iguana Entertainment, to take a first look at this spooky new chapter in the Turok saga. The 25-person team was working like Oblivion-possessed zombies to put the finishing touches on the game.



Turok 3 will take you to some dark and creepy places that you may recognize from your nightmares—but that previous Turoks were peaceful walks in the beach.



This might have been a man before Oblivion tore it into a two-headed, deformed frysk. The end entity reanimates dead and dying creatures then turns them against you.



Some localities—but not always friendly—bites will make nature appearances in Turok 3, like a made variety of dinosaurs and the always helpful Aika, shown at right.

ENTITY ENMITY

Gamers familiar with Turok 2 have already had an introduction to T3, though they may not realize it. In the earlier game, players might have found themselves briefly under attack from armored Cyclops creatures after entering dead end portals. An eerie, disembodied voice heralded threats in these areas. That voice was Oblivion's and it will make good on the threats in the new game: "Oblivion is a kind of manifestation. It isn't a single creature. It's kind of an entity," Diermabier said. "It manifests itself by infecting the bodies of the dead and dying, so you see a lot of mutated zombie-like creatures...and it even can, in certain cases, affect machinery."

"WE WANTED THE OBLIVION CREATURE TO BE VERY OMINOUS, THE KIND OF HORRIFIC STUFF BAD DREAMS ARE MADE OF."

When the Primogen's Light Ship exploded eons ago, the most damaged Oblivion joined the entity out of its formerly peaceful existence. Torn to pieces in the blast, Oblivion slowly regained its strength in the Netherlands. Its consciousness was corrupted by blind hatred for the energy that nearly destroyed it. Now, it's on the warpath, laying on the Light Burden that each Firveed keeps in his or her satchel.



These are yet another enemies won't fire guns at you, but they won't need to. The zombie specialists have more creative moves than Jai II.



You'll have had enough of the entity manifesting these grotesque Turoks when you see the necromancer's get out of your way in Oblivion's domain.

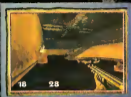
A NEW BREED OF FIRESEED

Turok 3 begins with a tragedy for the Fireseed clan. Joshua, the Turok from previous adventures, is murdered—leaving behind a job vacancy and two vengeful relatives looking to fill his shoes. Daniella, his elder sister, and Joseph, his teenage brother, separately take up the cause of the Turok. In the context of this game, that means they must chase

Oblivion to the ends of the universe. Players can trash the adventure as either character, but they must play as both characters to see everything the game has to offer. "The game does not lean in favor of your character one way or the other. It's pretty well balanced," said Dientbier.

CROSSING PATHS

Daniella and Joseph may start at the same place on a particular level, but the way out of the area can change drastically. Daniella's wrist-mounted grappling device allows her to swing out of trouble, while Joseph can squeeze through narrow openings because of his small size. Also, depending on which character you play as, the weapons will upgrade differently, said Dientbier. "So each weapon has normal and upgraded states that will change its base function."



WEAPON WARPING

Eight basic weapons are available, but because of the different upgrades, you can have a total of 24 different weapons. For example, the Cerebral Bomb makes a return appearance in this game, but now it can upgrade into either the Cerebral Blast or the Cerebral Possessor—the latter lets you create a walking explosive, of sorts. Another new weapon is the Firewarm Cannon, an incendiary shotgun that unleashes a ring of fire at targets. Dientbier was tight-lipped about the rest of the arsenal but said gamers will have a wide variety of brand new weapons to choose from.



The new Firewarm Cannon lives up to its name by releasing a destructive wave of fire. ASA is keeping other new weapons under wraps.

J O S E P H

He may be the youngest Turok, but don't underestimate him: Joseph has as much fight in him as any Turok—he just got short-changed in the height department. "So he can crouch under doorways and into little air vents, into parts of the map that Daniella can't access," according to Dientbier. Joseph also has cool infrared goggles that allow him to spot the things that go bump in the night.



WORLDS OF KURT

Unlike previous games in the series, *Turok 3* starts out in a futuristic city that Oblivion's grotesque creations have turned into chaos. "In the future, if you're in a city that's under siege by nasty monsters that can raise the dead, you'd have to find a way to deal with those things, the way you did" be on alert," Dierstuber said. "In the first world, the engine, martial law has been imposed."



BAD COMPANY

Back for more? Kurt's genre-parody zombies do not always harm innocent hybrids. As you move back into more traditional Turok lands in later levels, you'll see more familiar—if no less dangerous—enemies like dinosaurs. And then there are some of the Dinobird characters like the Fireborn. You get introduced to an entire new set of Fireborn characters so you get to see a three-stage evolution in the family group," said Dierstuber. "So it's a good mixture of familiar, brand new and stuff that people will have already seen from past games." With five worlds and several levels per world, you're bound to run across some interesting monsters, like a police officer transformed into aavenous metal obsession.

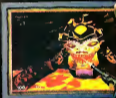
MULTIPLAYER



There's still *Turok* worlds. Made just for you, it's a more strategic, objective-based, team-based multiplayer experience. "The game's built from *Marathon* and *Quake* and it's got the same kind of fun that you get from *War* and *Quake*," says Dierstuber. "It's a lot of fun to play with a group of friends. It's a lot of fun to play with a group of friends."



New enemies like the *Muarimian*, shown here, will take a new set of new attacks like a shock wave attack that sends a real-time ripple through the environment.



You'll learn more about the Fireborn family tree in this game than you can want to know. Bring some marshmallows for roasting.



D A N I E L L E



"Danielle, we decided, should be the frontal assault girl," said Dierstuber. "She's not huge. She's not meanlike, but she's got some muscle under—and she looks like she can take care of herself." Big sister is also no slouch with a Tomahawk—her standard melee weapon.



When Josh's right square through a passageway, Danielle takes the high road for grappling device, lets her access a bridge a couple of floors up.

BUILDING OBLIVION

One of the major challenges the ASA team set for themselves in *T3* was to create more realistic worlds. In past games, artists were limited to space restrictions of pre-designed levels. This time, artists are building the maps as complete world models based on the requirements of designers.

"And what you get is a map that is more organic and very visual compared to all of our past maps," Dinesh said. Another improvement is the introduction of "living environments" where events unfold in levels independent of the player's location. "You'll see police choppers swooping through the world, police drive up to certain buildings and change into the building to go fight. Some of this stuff is scripted specifically around the player's actions and movements, and some of it takes place completely independent of where the player is."



A Police Warden (green beetle-like) carrying the new prototype in the game. You'll be able to play as the Warden in the final game.



T3 bears is the most impressive graphic update and a speedy UI that came out that wasn't slow down what the action looks up.



94 T7

"We always get the new system that the camera, you're still in the game as part of Oblivion," said Dinesh. "They're excited by it."

TALKING HEADS

Dinesh said you could look forward to unprecedented detail in *T3*'s enemy voices. "The expressions on characters' faces in close-up have never been done before," Dinesh said. "The eyes animate, brows raise, mouth changes expression. Everything is lip-synched. So it's very, very convincing. It's pretty groundbreaking for real-time stuff."



The *T3* team will go on 24-hour shifts in the weeks leading up to the game's release. "There are 24 guys working on the game right now," said Dinesh. "Actually more than that if you include designers, people and some of the extra jobs like. The whole team is carrying their weight evenly."

THE END IS NEAR

Is that the power of Oblivion shaking the earth, or are your knees wobbling with fear? As you read this, the grisly pieces of *T3* have been given shape, and the finishing touches are being added to the book for a September release. Even in its early form, though, it's a whirlwind's expression "by the end of the day," said Dinesh, "it's the best-looking *T3* game we've ever done."



From the sketch board to the screen, *T3*'s needs of Oblivion mechanics will make you glad you have 24 different weapons at your disposal in the game. They'll show their ugly faces in September.

SURVIVE IT ON GAME BOY COLOR

SIX PLAYABLE CHARACTERS

FLY AS ALBATROSS, GALL FLY,
WALK AS THE STEADFAST
OR BE THE PARASITIC



THRILLING ACTION

JUST SWING, TAIL CLIP,
POLYDIP PUNCH - BE UP TO
SPANNING ATTACK TO WIN OR
TRICK YOUR VILLAGERS



27 UNFINISHED LEVELS

GRAB THE BIRD, LEAVE THE
SPARK, THE LONG MOUNTAIN
CLIFFS, BARRON HEIGHTS, THE
MOUNTAIN HILLS, BARRON
CLIFFS, BARRON HEIGHTS



Disney's DINOSAUR

Ubi Soft

Disney
PLAYS
ACTIVE

GAME
BOY
COLOR

ESRB
E
EVERYONE

© 2000 Disney. All Rights Reserved. Disney, the Disney name and logo, and Dinosaur are trademarks of Disney. Game Boy Color is a trademark of Nintendo. Ubi Soft is a trademark of Ubi Soft Entertainment.

classified

information

YOUR SECRET... THE GOLDEN GUN CODES ON THE PLANET



GOLDEN EYE™

GOLDEN CODES FOR YOUR EYES ONLY

Finally, button codes for GoldenEye! This information was dropped at our doorstep wrapped in plain brown paper with a gleaming golden seal reading "Mig" and a note that read simply, "From Russia with Love." Hiss! Who knew there were Russians on Her Majesty's Secret Service? The cold war really



is over. There are three main types of button codes: codes that you use during game play, codes that open chests in the Cheat Menu, and codes that open levels. They are all very long, with ten substitution steps each, but you don't need a gold finger to enter them correctly. Your own fingers and a little patience will do. We have 45 codes to make your secret agent dreams come true—now you're the man with the Golden Gun, and that's sure to score the living daylight out of your enemies!

007-LICENSE TO CHEAT

LEVEL CODES

You say you're stuck on a level and you'd like to see what the rest of the game has in store for you? Well, then, just use the level codes to open the levels up and take a gander at what's to come. Isn't that what you feel better, or worse?



CHEAT MENU CODES

Once you've entered these cheats into the Cheat Menu, they'll be applied forever! Finally, the rest of us can have the power of invisibility without the pain of earning the cheat the hard way in the facility.



IN-GAME CODES

Some codes can be entered as you're playing the game itself. You can't cheat if you level with the best intentions of not cheating, but if the gang gets tough, you can get invisibility or invulnerability on your side.



© 2002 Nintendo/Game Boy Advance. All Rights Reserved. TM, Game Boy Advance, and Game Boy Advance logo are trademarks of Nintendo.



CHEAT MENU CODES

You'll need to have the Cheat Menu open to use these codes, which shouldn't be a problem if you've finished at least the first level. When you enter a code correctly, you will hear a beep but you won't see the cheat appear on the menu right

away. Exit the Cheat Menu—when you reenter, the cheat will be opened and ready for use. We've abbreviated the L Button and the R Button to L and R. Read these codes carefully—they're long, but they're worth it!

1. PAINTBALL MODE

L+ R+ L+R+ L+ R+ L+ J+R+ J+R+ L+ ▼

2. INVINCIBILITY

R+ L+ R+ L+ L+R+ L+R+ L+ ▼

3. DK MODE

L+R+ R+ R+ R+ L+R+ L+R+ L+R+ ▼

4. 2X GRENADE LAUNCHER

R+ R+ L+R+ L+ R+ R+ ▼

5. 2X ROCKET LAUNCHER

R+ L+ R+ L+ L+ R+ R+ R+ ▼

6. TURBO MODE

L+ L+ L+R+ R+ R+ L+ R+ L+ ▼

7. NO RADAR (MULTIPLAYER)

R+ L+ R+ R+ R+ ▼

8. TINY BOND

L+R+ R+ L+ L+R+ R+ R+ ▼

9. 2X THROWING KNIVES

R+ L+ L+R+ L+R+ L+R+ R+ R+ R+ ▼

10. PAST ANIMATION

L+ L+ L+R+ L+R+ R+ L+ ▼

11. BOND INVISIBLE

L+R+ L+R+ L+ R+ R+ L+R+ L+ L+R+ L+ ▼

12. ENEMY ROCKETS

L+R+ R+ L+R+ L+R+ R+ L+ ▼

13. SLOW ANIMATION

L+R+ L+R+ L+R+ L+R+ L+R+ L+R+ L+ ▼

14. SILVER PP7

L+ L+R+ L+ L+R+ L+R+ L+R+ L+R+ L+R+ L+R+ ▼

15. 2X HUNTING KNIVES

R+ L+ R+ R+ L+R+ L+R+ L+ R+ L+ L+ ▼

16. INFINITE AMMO

L+ L+R+ R+ L+ L+R+ L+R+ L+ ▼

17. M2X RCP-908

L+ R+ L+ L+ L+R+ ▼

18. GOLD PP7

L+R+ L+R+ L+ L+R+ R+ L+R+ L+ L+ ▼

19. 2X LASERS

L+ L+R+ L+ R+ R+ L+ R+ L+R+ ▼

20. ALL GUNS

L+ L+ L+ ▼





LEVEL CODES

These codes are entered on the Select Mission screen—if you do it correctly, the mission will pop on the screen and you will hear a beep. You have to open the levels in order, or

they won't open at all. We've listed the level select codes in order to make things easier. Obviously, if a level is already open on your game, open the next level listed, and so on.

1. FACILITY

L+R+▲,R+▲,L+▼,R+▲,L+▼,R+▼,L+▼,R+▲,L+R+▲,L+▼

2. RUNWAY

L+R+▲,R+▲,L+▲,L+▲,R+▲,R+▼,R+▼,R+▲,L+▲,R+▲

3. SURFACE 1

R+▼,L+R+▲,L+▲,R+▲,R+▲,L+▼,R+▼,L+▲,L+▲,L+R+▲

4. BUNKER 1

L+▼,R+▲,L+▶,R+▲,L+▼,L+R+▲,L+▶,L+R+▲,R+▶,L+▶

5. SICO

L+▼,R+▼,L+▲,R+▲,L+▲,L+R+▶,L+▲,R+▲,R+▲,R+▶

6. FORTGATE

R+▲,L+▲,R+▶,L+▶,L+R+▲,L+R+▼,R+▶,R+▲,L+R+▼,R+▶

7. SURFACE 2

L+▼,L+R+▲,R+▶,R+▶,R+▲,L+▲,L+R+▲,L+▲,L+R+▲,L+▶

8. BUNKER 2

L+▲,R+▲,L+R+▲,L+▲,L+R+▲,L+▲,R+▲,L+▲,L+▲,L+▼

9. STATUS

L+R+▼,L+R+▼,L+▲,L+R+▲,R+▲,R+▶,L+R+▲,R+▲,R+▼,R+▶

10. ARCHIVES

R+▲,L+R+▲,L+R+▼,R+▲,L+R+▶,L+▲,L+R+▶,L+R+▼,L+▲,R+▼

11. STREETS

L+R+▲,L+▶,L+▲,L+R+▼,R+▶,R+▶,R+▲,R+▼,R+▲,L+▶

12. DEPOT

L+▶,L+▼,R+▼,L+▶,L+R+▲,R+▶,L+▶,L+▶,L+▶,L+▶

13. TRAIN

R+▲,R+▶,L+R+▶,L+R+▲,L+▲,R+▼,L+▲,L+R+▲,L+▶

14. JUNGLE

R+▼,R+▲,L+R+▲,R+▲,R+▲,R+▲,R+▲,R+▶,R+▶,R+▲,L+R+▲

15. CONTROL

L+▼,R+▶,L+▶,R+▶,R+▼,R+▲,R+▶,R+▶,R+▲,L+R+▲

16. CAVERNS

L+▲,R+▼,L+R+▲,L+▲,R+▶,R+▶,R+▶,L+▶,L+▶,R+▶

17. CRADLE

L+R+▲,L+▲,R+▶,L+▶,L+▲,L+▶,R+▶,R+▶,L+▶,R+▶

18. FINISH CRADLE ON AGENT AND OPEN MAGNUM CHEAT

R+▼,R+▶,L+▶,L+R+▶,L+▶,L+R+▶,L+▶,L+R+▶,L+R+▶,L+▶

19. FINISH UP TO CAVERNS ON AGENT, OPEN AZTEC

L+R+▶,L+R+▶,L+▶,R+▶,R+▶,L+▶,L+▶,L+▶,L+R+▶,L+▶



FINISH CRADLE

The last two codes are a little odd. The Finish Cradle Code completes the level on Agent, which opens up the Magnum Cheat. It will also open up the Cheat Menu if you haven't opened it already. You have to enter the Finish Cradle Code before the last code, the Aztec Code.



AZTEC CODE

Another unusual code, the Aztec Code completes all of the levels up to the Caverns on Agent and also opens up the Aztec Level. The Aztec Code works only if the Finish Cradle Code has been entered, or if you finish Cradle on Agent yourself!



IN-GAME CODES

These codes will have to be reentered every time you play GoldenEye. While playing, pause the game or find a safe place to stand while you enter the codes. If you did it right, a message will appear at the bottom left of the screen say-

ing, for example, "Invincibility On." These codes are helpful when things start to go badly—turning an invictibility in the middle of a mission is almost like starting over from scratch. You know what they say—you only live twice.

1. INVINCIBILITY

L+▲, R+▲, R+▲, L+▲, L+▼, R+▲, L+▲, R+▲, L+▲, L+▲, L+▲, R+▲

2. ALL WEAPONS

L+R+▲, L+▲, L+▲, L+R+▲, L+▲, L+▲, R+▲, L+R+▲, R+▲, L+▲

3. MAX AMMO

L+R+▲, R+▲, R+▲, R+▲, L+R+▲, L+R+▲, R+▲, R+▲, L+R+▲, R+▲

4. LINE MODE

R+▼, L+R+▲, L+▲, R+▲, L+R+▲, R+▲, L+▲, L+▲, R+▲, R+▲

5. INVISIBILITY

R+▼, L+R+▲, L+R+▲, L+R+▲, R+▲, L+▲, L+▼, L+R+▲, R+▲

6. INVINCIBILITY IN MULTIPLAYER

L+▲, L+R+▲, R+▲, L+▲, R+▲, L+▲, L+R+▲, L+▲, L+▲, L+R+▲

NOW YOU SEE IT...

If you're in a safe place, and the beginning of most levels is a pretty safe spot, you can easily enter the codes. You will wobble around a bit, but don't worry, you won't wander into harm's way. The message on the lower left of the screen will let you know you entered it right.



PAUSE AND ENTER

You can enter the In-Game codes from the pause screen. The buttons will cycle through the menu screens, but the code will still work. When you exit the pause menu, the "Code On" message will flash on the lower-left part of the screen.



LIVE AND LET DIE!

You can use the Invincibility in Multiplayer Code as you're playing. If you can remember the code and learn how to enter it quickly, you will have a great advantage over matches with people who don't know the code.



SEND CODES TO:
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 27033
REDMOND, WA
98073-0733



LOONEY TUNES™

DUCK DODGERS™

STARRING: DAFFY DUCK™

SAVE THE EARTH!

©2000 Infogrames
LOONEY TUNES, classic
DUCK DODGERS and all related
media are trademarks of
Warner Bros. ©2000



Three-and-a-half centuries into the future and light years from home, Daffy Duck gets in a space jam. Marvin the Martian is out to destroy the earth, and only the wisequacker can foil up the plot. With this month's complete waddle-through, things will be just ducky.



ATTACK OF THE INTERGALACTIC QUACK



Repeating his role from the classic 1955 Looney Tunes cartoon, *Duck Dodgers in the 24½th Century*, Daffy Duck runs amok in Infogrames' five-planet action-adventure. Check full of gags, cartoon, and shoot-'em-up and jump-'em-up action, Looney Tunes: Duck Dodgers Starring Daffy Duck delivers more explosive fun than ACME.



Oh dear, now I shall have to create more Martians...



PLANET E

Send further off course than a wrong turn at Albuquerque, Dodgers crash-lands on Planet E (where, as those air leeches when you read 'em?). The 20 local stores you must locate aren't tough to find, so refer to Planet E's overview for basic strategies that'll help you throughout the game.

A DRAKE ON THE TAKE



Marvin the Marmoset needs atoms to fuel the cannon he's aimed at earth, so Duck must swipe the 20 atoms that are hidden on each of the five planets he'll migrate to. Most atoms are tucked away in out-of-the-way places, so swim, push objects and smash boxes to uncover them.

To reach other atoms, you'll have to complete a mission or task. On Planet E, your jobs include chasing mammals into an unstable pile and stomping a button to raise the water level in Hassan's palace cistern.

ACME AND YOU



FLIGHT AND FIGHT



Not every Luno game is complete without an episode of ACME. In game play, you'll find flying games on a few planets, like Planet E's rocket. Straps on, then press and hold Z to fly. Release Z to cool your jets.

The last stop on every planet is where you'll hit the planet's local boss who holds the planet's 20th atom. Reach Planet E's resident villain, Hassan, by jumping across magic carpets and stomping a target. When you meet him, grab him a swift, well-timed kick whenever his dizzy or bouncing on his saber.

PLANET J

As Duck's luck would have it, Marvin manages to escape from Planet E and the Dodgers rocket doesn't have enough fuel. Stalled on the gangster world, Planet J, Duck at least has a chance to scoop up 20 more atoms that otherwise would power Marvin's cartman.

DOWNTOWN LANDING: 2 atoms



VIDEO GAME ARCADE: 1 atom



There are no duck crossing, cops in this city, so spend around the block on the sidewalks to avoid speeding cars. When you reach the air side and the boxing arena, keep your air savings to find the atoms.

Lab five streets past your apartment in the 'Tennis Anyone?' video game to score a win on shorter yet, the next time you turn on your game, you'll be able to return to the arcade to play the Pomplika game with a second player.

EXTRA LIFE GAMES



By winning the other games in the arcade, you can win an Extra Life Powerup. Zap all the targets in the shooting gallery to win one 1-up, and double jump and shoot the Feet of Strength just press to win another.

BOXING CHAMPION: 1 atom



L and six hits on the champion's chin will do it to earn the atom in the boxing arena. Use the leg pads to hit his guard gloves whenever he charges, so jump up and swing to deliver your knockout sandwich.

GYMNASIUM: 1 atom



Score 10 baskets to win an atom. Hit Z to pass the ball or tap Z and B to throw a gravity shot. The easiest way to score is by judging the Control Stick forward while you jump off the free throw line and shoot outside.

HISTORY MUSEUM: 1 atom



Go through the blue door across from the boxing arena to enter the museum. Inside, hang a left to take a ponder at the open an display Jump over the laser barriers, then Jump Start the glass case to swipe the exhibit.



INSIDE THE MUSEUM: 1 atom



Run up the stairs to snag the **Physium**. Once you're picking it, rat am! downstairs to blast the guarded door. Go somewhere. Head for the central sculpture on the right side, then zip the nearby vase to uncover an atom.



To venture deeper into the museum, you must unlock the door at the end of the hall. Incredibly, beyond the door you happen to be in is a painting of a dollar bill. The vase next to it holds your key to getting in.

RESEARCH LIBRARY: 1 atom



After grabbing the atoms, the vase atop the bookcase, slide the shelf to the left, peeked ledge. Go to the bedroom, push the book stacks over the edge, rub the key, then pop up the stacks and cross the shelves to open the pedestal.

LOST GARDEN: 2 atoms



The two atoms in the hedge maze are downed mid-air, so go after them only if a guard isn't seeing you. Wait for patrolling thugs to pass by if they haven't detected you. Otherwise, they'll punt you back to the start.

ART GALLERY: 1 atom



Press and hold **R** while walking to sneak past the awaiting museum guards, and stamp the two floor switches to open the door (a side to the next area). When you enter the high-society area, sections of the floor will fall away. Double-jump 110-cm to clear the wide gaps as you hop your way to the exit. Next to it is the atom.

P.U. DROP: 1 atom



When you exit the Art Gallery, the building across from the History Museum entrance will spike. Plug your back when you enter, because the newly unlocked area is the sewer. Rise the lift inside to reach the atom.

SEWER CONTROL ROOM: 1 atom



Push the buttons on the P.U. Drop's right-hand chamber (jump then enter the valve) again. Strong the floodgate switch right of the exit, then swim out the exit pipe. In the next chamber, the water is the aid getting the atom in the left-up. When the signs warn, it's above and to the right, stamp the switch to return you.

WINDY TUNNEL: 1 atom



The atom is in front of the second fan. When it stops spinning, you'll be safe to jump for the atom. You'll also be able to slip between the blades. Approach from the right to avoid the toxic slime.

SEWER RAT RACE: 1 atom



As soon as you drop into the race, make a mad dash to the right to stay ahead of the rat. Don't chase you. At the third drop-off, take a dive, staying close to the pipe's left side so you'll free-fall into the atom.

GARBAGE CHUTE: 1 atom



The rushing water will be carrying an atom in its stream. Get into the flow of things and surf the sewer water to search up your prize. Squashed wiping out, steer clear of the barrels and wooden barricades.

SEWER EXIT: 1 atom



Wedge up the ramp and quickly jump across the floating metal platforms before your weight sends them plummeting. At the top, make a flying leap to the central platform where you'll find the room's one and only atom.

ROCKY'S WAREHOUSE: 2 atoms

Once you hop 12 atoms under your wing, the gangster guarding the door near the arcade will let you in. Walk to the back of the room, hang a right, then jump over the oil slick to reach the warehouse's first atom.



Click the ramp and tudge across the conveyor belts. Wig into one of the boxes being transported by the second conveyor belt, jump up to reach the atom overhead. Use the oil slick before the box is swallowed in the hatch.

ROCKY'S BATTLE: 1 atom

Separated by a bottomless pit, you and Rocky will play an explosive game of hot potato with a lit bomb. If you toss it to Rocky when no one else has time to grab it, he won't have time to lob it back to you before it goes off.

**PLANET N**

Faster than Duck can say "You're despicable," a space pirate ship intercepts his rocket. Thrown on the brig, Daffy finds himself imprisoned by the bloodthirstiest, shoot-'em-fastest, doggone worstest buccaneer ever to sail the cosmos—Yosemite Sam.

SAM'S JAIL

Smash the barrels by the right side of your cell to escape through the wall. Push the crate at the other end to get out, then follow the ball to trip the switch and unlock all of the cells. At the end of the corridor, drop into the hole.

FINAL ESCAPE

Slide the switch to open the exit door for a few seconds. On the other side, take the left to the conveyor belts, then slide whichever button on the floor is red or currently blue. After crossing the firebars, enter only the door on the left.

SHIP HANGAR BAY: 4 atoms

When you first enter the area, stamp the switch to lower the pedestal outside your rocket. Quickly board the elevator platform in the corner of the room to enter the hangar, then jump to the pedestal to claim the atom.

Decided in the neighboring hangar is Elmer Fudd's spaceship. If you ride the lift to the overlooking room, you'll find two atom switches that both lower a gated lift. Bring both of them down so you can hit their rooms.

Enter the room next to Elmer's hangar and follow the arrow to the launch bay behind the single of gears in a row.

ELMER'S SPACESHIP: 3 atoms

Be woezy, woezy-queer to pocket Elmer's second atom. If you tpoop, the atom won't teleport away from you. Fudd's final atom by the hangar is up to trip in equally woezy-queer, but if you stop and double-back, you can't hit it.

MAIN CARGO HOLD: 2 atoms



The little robots won't harm you. If you talk to them, they'll give you clues, including hinting that the boarded-up doorway must be blasted open. Use the bomb on top of the ramp to get in, then smash the crate inside to unload an atom.



Near the robot who whispers of a secret area is a silver door. When you walk up to it, the door will open automatically. Behind it is a secret, and down one of its twisting paths and corridors are atoms.

SECRET AREA



To find the secret area, the robot scowls at, drops a bomb by the light gray panel that's on the same wall where the boarded-up doorway was. Inside you'll find three health-nuggets making quips as well as an ACM! Extra Life Preserver.

SECONDARY STORAGE: 2 atoms



Stamp the red button to cause the whole room to drop down one story. With the room lowered and redesigned, seek out the next red button to lower the floor again. By lowering it a second time, you'll expose an atom.

Find the next red button and attempt to lower the floor a third and final time. After bringing the house down for the last time, you'll be able to access Secondary Storage's second and final atom.

FLIGHT TEST RANGE: 2 atoms



If you kick all the tiny, scurrying robots out of cannon form and then talk to the last-giving robot, it will reward your extermination efforts by unlocking the Helipack Room, where an atom is up for grabs.

By fistbating the robot under a nutcase, you'll win an atom and unlock the other door by the last-giving robot. If you punch a third room's spring wheels, you'll be able to snag the atom waiting at the exit.

GOSSAMER'S CELL: 2 atoms



Enter the Engine Room to find Gossamer's Cell. When you spot the orange fire ball, hang a left and slide the computer terminal to reach the switch that opposes call. After it charges you when you enter, search the cell for the atom.

Leave Gossamer's cell and enter the room across the way. Slide the computer to reveal a switch, then try to open the room's other door. In the new area, jump over some bottomless pits to make your way to an atom.



ROBOT GUARD ROOM: 2 atoms



When you grab the flycar, the game will switch to a first-person view. Blast through the wall panel to enter the hall. At the fork, cross the left door then ride the lift to link an atom beyond the fan room.

If you enter the right-hand floor of the main floor's lark, you'll be able to take an elevator that leads to a toxic pond. Decide if it's okay to reach the bridge that leads to the atom floating above the pool.

POWER GENERATORS: 2 atoms



Stamp the colored buttons in the drier in which they light up to lower the glass wall that separates you from the nearby atom. Touch the second atom, use carefully timed leaps to hop across the swinging and spinning platforms.

SAM'S FIGHT: 1 atom



Press either switch to smash open the crate in the neighboring aisle. Grab the smashed back explosive contents and toss the bomb in Sam's direction. If you can blast the rocket-tooth worm's visor, you'll win the showdown.

PLANET P

Which way did they go? Which way did they go? Dejected Yosemite Sam isn't about to let Duck Dodgers and eager, young space cadet Porky escape. Piring his pirate ship cannon at Duck's departing rocket, Sam sends the pair spiraling into Planet P.

ARCTIC LANDING: 3 atoms



Hit downhill and avoid the explosive Xs on the ground. Cross the breakaway bridge to the right or it'll collapse to find out if you're another is at the top of the aggro, and the third is in the lake surrounding Lola Bunny's platform.

SNOWY RIVER: 2 atoms

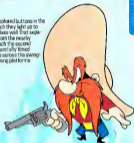


Enter the cavern near Lola Bunny's tent to take a swim in Snowy River. At the streams end, search the snowdrift's shore to sidestep an atom. If you explore the cave's secret from the stream, you'll find the second atom.

THE FISH POND: 2 atoms



An atom dials in a very thick tunnel to side the waterfall you made man, so surf-surf-surf make your way to it to avoid sliding into the icy spaces. A far word, dive into the lake to dredge up the underwater atom.



DETENTION AREA: 3 atoms



On the other side of the Fly Pond's strong where the snow belated in the Detention Area. Dive beneath one of the ledges to find one atom, and swim into a tunnel to find another. Hovering above one of the ice floes is the third atom.

FREE THE SEALS



Using the nearby rocket, blast off to the imprisoned seals. Use calls locate it on the various ledges that dot the lake. Jump down the glass to free the seals, then wait their father who'll help you off the ice.

ANCIENT PYRAMID: 2 atoms



Atom is behind and in front of the wall that spits out quarks like a Pac dispenser. One of the stars appears to be floating above you, but if you hit top C you'll see that it actually floats above a well-disposed ledge.

TOWERING CAVERN: 1 atom



When you reach the ledge with the cracked surface, Jump Slam it. An atom dangles beneath the ledge, and when you slam it, the atom will pop into the pool below like a dive. Claim the prize you've unlocked here.

SLIPPERY SLIDE: 2 atoms



Slide down the slope under 45 seconds for an atom. Stay clear of dry patches to maintain speed. If you finish within 41 seconds, you'll win a second atom and unlock the transporter that allows you to finish for fun.

SNOWMAN'S CAVERN: 2 atoms



Seek shelter from the gribble yet in the alcove to the far right. Pick up the doozy (the square picture of Daffy), then toss it at the frosty foe. While his distracted, dash up the stairs behind him to score an atom.

Follow the shaft of light to the cave. Push the ice pillars along the screws on the floor to reflect the light onto the ice wall. When the banner falls, ascend the building to get the atom on a narrow wall.

HIDDEN LAKE: 1 atom



Swim down to the bottom, take a plunge down the water-shed. Then dive off on the snowman's shore. Hop up the ledges, then bounce up the curved ledge to peek up the atom. Exit the area by diving into the tunnel by the falls.

SUBMERGED CITY: 1 atom



After you've jumped over the pool to collect the floating atom, make your escape through the body-trapped hells. Dodge the shooting and falling stones and stay light on your toes as you cross the breakaway bridges.

MADMAN'S SURPRISE: 1 atom



Run circles to dodge the bouncing disk. As soon as it strikes up the entrance and you're standing on it'll change color! When it does flash, strike yourself on the square that turns light blue—it's the only tile that won't crumble away.



PLANET X

Planet X is the site of Marvin's hidden lab, where he's feverishly putting the finishing touches on his cartoon. Marvin never did like the cacti (especially since it blocks his view of Wexxx), but earth-loving Duck and Pokey have finally arrived to foil his plans.

PLANET X LANDING: 2 atoms



Follow the tunnel outside of your ship and bring a lift at its exit. Jump into the rock at the base of the blue X, then jump into the passage that leads to an atom. To find the landing's other atom, enter the west tunnel.

CAVERN ALPHA: 1 atom



Inside the blue X closest to your ship in Cavern Alpha, an atom atom will roll you to a bawling ball if it gets too warty so you, as swiftly hand to the atom on the left side of the cave and avoid a confrontation.

CAVERN BETA: 1 atom



Enter the blue X by the tunnel exit. To score the atom inside, perform a double jump to land on the stone that is near the entrance and across from the atom. Run toward the atom, then double-jump to land on its stone.

CAVERN GAMMA: 1 atom



When you exit Cavern Beta, turn left and go up the hill lined with cacti. Inside the blue X at the summit is Cavern Gamma. Hop into the tunnel in the back of the cave, then loop out the other side to reach the atom.

ABANDONED UFO: 1 atom



Board the shipwrecked airbus from the west tunnel. Hit A to switch to cockpit view since it makes the rocks easier to spot, then use Z to accelerate and B to break your horns as you fly to the UFO crashed with an atom.

TO MARVIN'S LAB



When you return to the Planet X landing, you'll have a cart-to-lynx ticket price the atom at the top of the west tunnel changes for entry to Marvin's Lab. Flip up the west shaft to the L.T., then talk to her to enter.

CECIL'S FLYING TOY: 3 atoms



Enter the green pod in Marvin's Lab, then rub one atom on your way to Cecil. Repeatly hit Z to keep his jet pack lined up as you fly to win one atom, then hop through the green force field to find another atom at the speediest of anti-gravity rooms.

EGG 209 HATCHERY: 2 atoms



Traverse the green catwalks to collect the two atoms. To clean the latter one, cross the green laser bridge. Since you've scored both collectibles, grab the red bomb and toss it at the metal door to let your way out of the hatchery.

RAYGUN WORKOUT: 2 atoms



As you play in first-person view, tap the boxes with X as they're two contains atoms. The thickest part of the load is crossing the yellow laser beam barriers, but you can switch back to third-person view by tapping

DELTA SPACE ZONE: 2 atoms



When you reach the switch, please don't destroy the nearby green containing atom. A cutting flying water gun in the second atom, so go for the green particle only when the UFO has spun out of range.



THETA SPACE ZONE: 3 atoms



Strap on a jet pack to fly to the platform islands. At the end of the first tunnel, rocket to the left end of the platform in front of you (double jump as your jet pack for out to reach it). Collect the two atoms near that spot, then return to your landing site.

Rocket to the small, square platform by the tunnel, then jump across the yellow platforms. Cross the rotating tunnel and avoid its surface holes that'll spin your way. The second opening tunnel houses the atom.

EPSILON SPACE ZONE: 2 atoms



Walk to Carl, then get on his jetpack. He'll lead you to the laser towers. As long as you wear the jet pack, the laser towers won't blast you. Ditch the costume once you're out of their sights, then use the jet pack to rocket away.

Land near the green atom, then dash across them as they fall. At their feet are atoms. Don't second-guess to reach the second jet pack, then fly to the second atom that'll be another set of twin laser stars.

TRANSFORMATION ZAP



Set foot on the platform to transform into a four-legged, down-headed mutant. Dodge UFOs and survive across the level using the laser as you can reach the next transformation pad. They'll mutate you into a chicken.

As a chicken, escape through the door. On the other side is a giant arm, complete with beams that'll knock you about the room if you touch them. Duck past them, then transform back into Duck at the third pad.

THE FINAL DEFENSE



Behind the Marvin door is fight! Lead robo-chicken Dodge his slippery enemy's spray, blast its robo eggs to bits or quarks, and jump up and rip the food in the huge eight tubes to scramble to your final battle.

Before you'll be able to go through the door branded with Marvin's mug, you must find the three keys that'll unlock it. Explore the branching paths from the control hub to find the keys, as well as Luke Fling, who'll give you a tip.



MARVIN'S BATTLE



In the next mode is Marvin, who'll attack you from his seats and his rocket. If you'll cover the ground. But keep your focus on Marvin. Immediately after his attacks, his shields will go down, and you'll be able to hop up and zap him.

TH-THAT'S ALL, FOLKS

Successfully capturing the many spirit of the Warner Bros. cartoons, Duck Dodgers is a winning combination of Looney Tunes hysteresis and slick game play. Never short on zany one-liners, madcap misadventures or sight gags (try blasting the paintings in Planet's museum), *LooneyTunes*' charm is a treat for Looney Tunes fanatics, and it's sure to get serious gamers to crack a smile, too.



GAME BOY. YOUR COLOR HEADQUARTERS



CATCH ALL THE
POKÉMON
TITLES TOO...



POKÉMON TRADING CARD GAME



POKÉMON YELLOW



POKÉMON BLUE



POKÉMON RED



POKÉMON FIRESTON

How to SHOP

Call for a SHOP near you
1-800-800-5106

Shop by phone
1-800-800-0082

Where the World Shops for Interactive Games!

Come in and Find Out More About:

- Newest & Hottest Games!
- Large Selection
- Monthly Free Return Policy
- Pre-purchase/Reserve List Program
- Low Price Guarantee
- Knowledgeable Sales Associates
- PC/Video Game Trade-in Program

INTERNET STORE COUPON

-\$5.00 OFF

RECEIVE 5% OFF ANY GAME PURCHASE FOR GAMEBOY COLOR ONLY AT

EB
electronic
boutique

REGULAR PRICES SUBJECT TO CHANGE. CHECKS AND MONEY ORDER NOT ACCEPTED FOR THIS COUPON.

COUPON IS VALID WITH ANY OTHER COUPON OFFERS. THIS COUPON IS NOT VALID FOR ONLINE PURCHASES. ©1999 EB ELECTRONIC BOUTIQUE

POWER **NP** ONline

Power Connection

News & Events

Interactives

Chat

E-Cards

PerfectJunk.com

New Look

Zelda.com

EvilZone.com

Digestory

Welcome to the new face of Nintendo Power online. With the introduction of the NP icon last month, Nintendo Power made the connection to Internet gaming information even better and faster for readers of Nintendo Power magazine. Here's a taste of what's to come.

The Power Connection

The new NP logo with a circle of arrows is our way of linking Nintendo Power with our Internet web site. The idea is to provide our subscribers with special information on the World Wide Web and to let web surfers know about special features in the magazine. We started small with two NP connections in the May issue, showing movies of stunts for Tony Hawk's Pro Skater and Excitebike 64, but our plans are big. The site is open to everyone right now,

but eventually only subscribers will have access to many of the special features. We think that the world's biggest video game magazine should have the world's best connection to online information, and that's what NintendoPower.com will provide. In the following pages, you'll learn both what's happening now at Nintendo.com and what's going to happen in the future on Nintendo.com and NintendoPower.com, so start clicking.

Thrash



Actual footage from the gaming pros at Nintendo Power shows you exactly how to grind out the points.

News & Events

Nintendo Power has a long history of bringing you the most complete news straight from the source. With the speed of the Internet, we can bring that news to NintendoPower.com virtually as it happens. By the time you read this article, we will have provided all the latest info on E3 2000 live from the show

floor. And coming up at the end of the summer, you'll be able to see all the news from SpaceWorld in Japan by logging onto NintendoPower.com. When the news breaks on Dolphin, Game Boy Advance and new games, NintendoPower.com will have the FAQs, the pics and the downloads.



Power readers connected with Excitebike 64 last month online. There's no substitute for seeing the stunts performed in full motion.

Games:

Nintendo.com has a wide variety of state-of-the-art interactive games and features. You can become a Superstar at *Minicopy tycoon* web site accompanied by live Shockwave games or compare against other gamers across the country in online tournaments at *Wings of Ill*. If you'd rather sit back, relax, and watch UK TV, go to *Dorley's arg4.com*, where you'll find the channels of quality prime programming.

Pokémon Stadium Fantasy League:

Trainers who visit *Pokémon stadium.com* can choose a team of six Pokémon battles between levels 50 and 99 and compete for prizes in the Pokémon Stadium Fantasy League.

Chats:

Enter the Nether into *Nintendo.com* to chat with those at Nintendo and other gamers. The sessions run Monday through Friday from 1pm to 3:30pm Pacific Standard Time at www.nintendo.com/leader/index.html.

E-Cards:

You can send e-cards and greetings to friends via the Internet from several Nintendo sites including Super Smash Bros. smash cards at superline.nintendo.com, UK cards at dorley'sarg4.com and party cards at minicopy.com.

**Perfectdark.com**

The biggest game of the summer is *Perfect Dark*, and if you head to perfectdark.com, you'll be able to download the theatrical trailer advertisement for Rare's thriller. Two mysterious sites were also discovered recently on the World Wide Web, one for *dataDyne* and one for the *Carrington Institute*. The appearance of web sites for supposedly fictional entities such as *dataDyne* and the *Carrington Institute* caused quite a stir. You can use the following passwords to access secret information on those sites. **DATA DYNE:** User Name: *JamesLanzog*, Password: *8C3jD9q*. **CARRINGTON:** User Name: *solaris*, Password: *paljzwt02x*. Of course, *Perfect Dark* received an M rating from the ESRB, so the web site is open only to people 17 years of age or older. A warning on the introduction page of an M-rated site is one way that Nintendo helps to keep the Internet a safe place to visit.



 Perfect Dark™ & © 2000 Rare. Rareware logo is a trademark of Rare.

**The New Look**

In future months, all of Nintendo's web sites will get a face-lift and new features.

In particular, we plan to expand *NintendoPower.com* to include an extensive library of strategies, tips and codes complete with movies and sound.

We'll request *Now Playing* evaluations from subscribers and print the results in *Power*, and we'll let you in on breaking news stories before anyone else even hears a whisper. You'll see previews of actual game play, hear the real sound tracks and chat with the peeps from Nintendo and other game companies.



NOW PLAYING
YOU RATE THE GAMES

PAK WATCH ONLINE

In the future, you'll find online columns based on your favorite columns from *Nintendo Power*. The names and logos may change, but the information will be even more up to date.

Nintendo Online Directory

- Banjo-Kazooie—www.banjo-kazooie.com
Bionic Commando—www.bionicscommando.com
Carrington Institute—www.carringtoninstitute.com
Command & Conquer—www.nintendo.com/64/64csc26/index.html
dataDyne—www.data@pae.com
Diddy Kong Racing—www.dkr.com
Donkey Kong 64—www.donkeykong64.com
Excitebike 64—www.excitebike64.com
F-Zero X—www.fzero.com
GoldenEye 007—www.nintendo.com/goldeneye007
Jet Force Gemini—www.jetforcegenial.com
The Legend of Zelda: Ocarina of Time—www.zelda64.com
Kirby 64: The Crystal Shards—www.kirby64.com
Mario Golf—www.mariogolf.net
Mario Party—www.marioparty.com
Mario Party 2—www.marioparty2.com
The New Tetris—www.nintendo.com/64/64newtetris/index.html
Nintendo Power Source—www.nintendop.com
Nintendo Sports—www.nintendosports.com
Perfect Dark—www.perfectdark.com
Pokémon World—www.pokemon.com
Pokémon Snap—www.pokemonsnap.com
Pokémon Stadium—www.pokemonstadium.com
Ridge Racer 64—www.ridge racer64.com
Star Fox 64—www.starfox64.com
Star Wars: Episode 1: Racer—www.racer64.com
Star Wars: Rogue Squadron—rogue.nintendo.com
Super Smash Bros.—www.smashbros.com
Yoshi's Story—www.yoshistory.com

www.zelda.com



Zelda.com already features great tips and strategy for The Legend of Zelda: Ocarina of Time, and soon it will be expanded to cover every Zelda game ever made. Complete walkthroughs, comprehensive character galleries and much more will put Zelda.com at the top of your bookmark list. Zelda.com will also be the best source on the net for the latest news on Majora's Mask and the upcoming Triforce Series on Game Boy Color.

www.pokemon.com



Pokémon.com is your one-stop source for all things Pokémon, covering everything from Snorlax's weight (it's the best way to counter a Fire-type Pokémon attack). With the upcoming release of Pokémon Gold and Silver, Pokémon.com will be updated to feature all-new game play strategy and a complete Pokédex with stats on all the new Pokémon.

Logging Off

Who knows what the future holds for Nintendo Power: E-mag? Online, interactive gaming communities? Dolphin demos? Almost anything is possible. As we branch out to embrace the Internet in new ways, we'd love to hear your ideas on what you'd like to see. So let us know what you think by completing and sending in the monthly Reader's Poll card or leaving messages at Nintendo.com.



When you play the Ocarina...



who knows what may happen...



The Ocarinas inspired by the video game "The Legend of Zelda: the Ocarina of Time" are now available!

Thou Shall Find the Ocarina:

- Easy to play, yet capable of profound expression
- Well Tuned: a finely crafted instrument
- Includes a songbook and tutorial with simple finger notation for many songs, scales, and fancy tricks, plus lullabies, serenades, and minicuts
- Made from high-fired durable ceramic in several styles - "sweet potato" (blue or brown), or round "raku" pendant.

*Hear them played when you call
See them and hear them at our website
Order them by internet, phone, or mail:*

The sweet potato ocarinas are \$36.50 each, and the round pendant ocarina is \$20. Shipping/handling is \$5.

Songbird Ocarinas
410 Anacapa Street
Santa Barbara, CA 93101

Order Online at:
www.songbirdocarina.com
or call (805) 899-4042



Songbird Ocarinas is not affiliated or endorsed by Nintendo Corp.

WHAT HAS BEEN...

THE TIME HAS COME TO SPEAK OF THE *ADYS* CHRONICLES. AS THE UNFOLDING OF THIS COMPELLING NEW GAMERON DREAMS PERSISTS, LET US LOOK AT THIS SIXTH-IN-THE-MAKING PART, PRESENT AND FUTURE, TO GAIN SOME INSIGHT INTO THE CONQUIRING OF A NEW UNIVERSE.

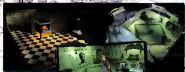
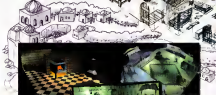
Starting the Saga

Bringing a new world to life is no small undertaking, no matter what form it takes. And though it may seem as if it all just comes together as if by magic, it takes many people to create an RPG like *Adys Chronicles: The First Mage Awakened*, writers and programmers at the developer, Hilo, work together toward one goal so much so that they speak to it with one voice. This chorus of creation rings of storylines, dialogue, renderings and level design. Of long meetings when the sun isn't shining, and of long workdays when it is.

The creation of *Adys Chronicles: The First Mage Awakened* story started off with a narrative script outline put together by RPG master Chris D'Angelo. Something is coming within the vast and varied lands of *Adys*. A young man, Alaron, is pursued by goblins and seeks a cure. His desperate circumstances lead him on a journey through *Adys*, where he encounters new beings both friendly and transgressive. He must make friends and battle enemies—also he learns to tell the difference between them.

Once the story was set, artists were brought in to give form to the fantasy. As the main characters, environments and monsters were put on paper, more ideas came forward. Main characters gained depth, and some minor characters became so real they took on a life of their own, writing themselves larger parts in the story by virtue of their dazzling design.

With the basic sketches drawn and the story outlined, the developers were able to move on to the next phase of development.



Artists start with rough sketches and give only a hint of intended color.

Now a building's overall look. Next, models are created to provide a shape for the finished levels. We provide the color and texture of the models for long or a couple of the scenes.



WHAT



IS...

Currently, the game is making the transition from fan-made ideas to playable reality—requiring more people to help shape it. Lead Programmer Chris Bailey had the idea for a complex and innovative engine—the backbone of the game.

Molding a Myth

Aspen Characters: The First Mage is a traditional RPG, and as such, it features many characters and environments: turn-based battles and complex interactions between all of the elements of the game. Bailey took that idea to the limit, including a weather system that affects game play and is always working, even if your characters never go to a particular spot.

Meanwhile, programmers, designers, artists and writers are building the game. Some designers work on the combat system, while others make sure the rain boxes are working properly. The artists take their sketches from pencil and paper to polygons, complete with animations that further the individuality of each character.

The game is not really playable in this form, and not just because the characters and reactions are being tweaked. Each piece—the combat system, character animations, the enemy generators and weather system—worked on individually and then integrated into the framework of the game. Tests are run to make sure that elements are working separately; for example, the dialogue boxes may pop up just fine when running alone under testing conditions, but when they're added to the rest of the program, they may not appear when they're supposed to. Things can still change a great deal at this point. Characters and even whole areas can be taken out if they don't make the game better.

Each character in *Aspen Characters: The First Mage* is designed with his or her own unique look and movements that bring a sense of their personality into the gameplay. "I love the character models in the game, in the Final Form Campaign. The characters in the Final Form Campaign look like they were designed to be..."



WHAT

WHAT
WILL BE...

When the entire game finally comes together, players will be treated to one seamless experience, and if it's done well, they won't even notice that many different pieces were fit together to create the whole. Something that seems very basic to a player is actually a very complex process for the game's designers.

Think about the characters in the game. Just as the weather affects aspects of the game play, the decisions a player makes can change the outcome of the game. Nearly a dozen different characters can join Alaron's party, and each has his or her own unique abilities and personality. But only four can be in Alaron's party at once, and different players will certainly make different decisions about who will make the cut.

The game designers at EA G, therefore, had to create story lines, task boxes, walking animations and cameras for every character, some of whom you may never choose in your personal version. That means you'll have to play the game differently many times to see everything included in the Game Pak.

Finishing a Fantasy

As the valiant and dedicated warriors at EA G work to complete Alaron's adventures in Aedyn, take a heart-throbber's hard work and dedication. It may seem like a lot of work to play a complex and deep RPG like this—but just imagine making one!

If you wish to experience the magic of Aedyn Characters: The First Mage for yourself, you haven't much time to wait. Aedyn Characters: The First Mage becomes a reality in August.

The temples of Aedyn is vast and varied, and our hero Alaron, will see much of it as he searches for clues to his affliction. As you can see from the screenshots, he'll not always alone...



The title screen features a large, diamond-shaped parchment scroll with a dark border, set against a background of a sunset or sunrise over a field of tall grass. The parchment is yellowed and has faint, illegible markings. The text is arranged in three lines: 'AIDYN' in a large, stylized, dark blue font with a red-to-orange gradient and a metallic sheen; 'CHRONICLES' in a smaller, similar font below it; and 'THE FIRST MAGE' in a white, outlined font at the bottom. The overall aesthetic is medieval and fantasy-themed.

AIDYN
CHRONICLES
THE FIRST MAGE





©2007 THQ Inc. All rights reserved. The Last Days, THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. Developed by H&M Entertainment Corporation. H&M Entertainment is a subsidiary of H&M Entertainment Corporation. All rights reserved.

NINTENDO
POWER



AIDYIA CHRONICLES THE FIRST MAGE

Gather 'round, friends, for we have a story to tell. It's a tale of dedication and talent, of might making and magic, of hard work—and hard play. Many have wondered, “Who are these brave souls that venture forth to create new worlds, intriguing characters and other magic? What mighty forces would dare face the challenges of such a task?” The answer lies within...

**Serious
 Race
 Machine.**



Ditto.



WORKING TEAM

- FRAME** 500-412 Chromoly 29.2
 - FORK** 100% 1000 Braided Chromoly
 - CRANKS** 86.2" Puddles Cycles 100mm
- For info on how to
 view BMX, Call
 1-800-886-1838 www.redlinecycles.com

TEAM REDLINE

- NAME** ALEXANDER
- JOHN PETER**
- PHIL MILLER**
- VINCE BARRIS**



www.redlinecycles.com/power.asp

PHOTO COURTESY OF REDLINE CYCLES



INDY RACING 2000



© 2000 Midwaywest, Inc.
EVL, Indianapolis 500 Mile Race
and Indianapolis Motor Speedway
are trademarks of Midwaywest, Inc.



Are you ready to challenge the Brickyard? GT Interactive brings the speed and thrill of the Indy Racing League home to the N64.

Around and Around You Go

If you're under the impression that driving around an oval 200 times is monotonous, consider that you'll have to share the road with 19 other cars racing at speeds well over 200 miles per hour. GT Interactive's *Indy Racing 2000* makes you feel like you're sitting behind the wheel of a 750-horsepower rocket at America's premier motorsports event. And the development team at Paradigm Entertainment didn't stop there. Beyond the simulated Indy circuit, they added a fantasy challenge called the Gold Cup featuring a wide variety of non-Indy cars and winding tracks. It's really two games in one.



Split Personalities



In a two-player duel, the competition will be limited to just 2 computer-controlled cars, as opposed to the 19 on a single player. The action can be split horizontally or vertically.

A League of Their Own

As the professional racing world spins apart, video game publishers rushed to license one of the two major racing leagues. IR 2000 has a complete Indy Racing League license, and, as a result, you can hit the pavement in nearly all of the official IRL venues with 20 popular league drivers. Choose a Single Race, Championship or Fantasy League.



Steve McQueen


SINGLE RACE	
Starts	5
Total Laps	338
Best Start	2
Best Finish	10
Top 5	6

Tommy Donkey


SINGLE RACE	
Starts	16
Total Laps	345
Best Start	15
Best Finish	0
Top 5	0

Al Unser Jr.


SINGLE RACE	
Starts	3
Total Laps	390
Best Start	1
Best Finish	3
Top 5	5

Scott Goodyear


SINGLE RACE	
Starts	16
Total Laps	321
Best Start	5
Best Finish	0
Top 5	0

Mark Donohue


SINGLE RACE	
Starts	10
Total Laps	1,106
Best Start	2
Best Finish	1
Top 5	2

Michael Umhoefer


SINGLE RACE	
Starts	13
Total Laps	1,238
Best Start	1
Best Finish	2
Top 5	5

Paul Tracy


SINGLE RACE	
Starts	5
Total Laps	183
Best Start	5
Best Finish	1
Top 5	3

Archie Brown


SINGLE RACE	
Starts	4
Total Laps	248
Best Start	36
Best Finish	0
Top 5	0

Johnny Rutherford


SINGLE RACE	
Starts	1
Total Laps	175
Best Start	0
Best Finish	4
Top 5	1

Scott Pruett


SINGLE RACE	
Starts	3
Total Laps	363
Best Start	37
Best Finish	5
Top 5	3

Mark Miller


SINGLE RACE	
Starts	3
Total Laps	62
Best Start	4
Best Finish	26
Top 5	0

Tommy Meade



SINGLE RACE	
Starts	1
Total Laps	194
Best Start	7
Best Finish	2
Top 5	2

Scott Goodyear


SINGLE RACE	
Starts	8
Total Laps	718
Best Start	6
Best Finish	10
Top 5	0

Michael Umhoefer


SINGLE RACE	
Starts	4
Total Laps	436
Best Start	13
Best Finish	17
Top 5	8

Steve McQueen


SINGLE RACE	
Starts	4
Total Laps	448
Best Start	5
Best Finish	16
Top 5	0

Tommy Donkey


SINGLE RACE	
Starts	1
Total Laps	199
Best Start	37
Best Finish	5
Top 5	1

Tommy Meade


SINGLE RACE	
Starts	3
Total Laps	328
Best Start	3
Best Finish	1
Top 5	1

Tommy Meade


SINGLE RACE	
Starts	1
Total Laps	192
Best Start	12
Best Finish	13
Top 5	0

Steve McQueen


SINGLE RACE	
Starts	4
Total Laps	420
Best Start	1
Best Finish	6
Top 5	0

Mark Donohue


SINGLE RACE	
Starts	1
Total Laps	1,254
Best Start	2
Best Finish	2
Top 5	2

Race for the Checkered Flag

In *SingStar*'s Championship Mode, you'll select your IRL driver, customize your car and compete against the rest of the league on various real-world tracks. You can adjust the length of each

race from short to long, and you can raise or lower the difficulty setting. Finally, you can choose to turn your car's damage on or off. If damage is on, you'll need to make pit stops



Wings of a Bird



A low wing angle allows for high speeds on the straightaways but less control on the turns. If you take it, you can trade the turns without losing turbo, keep your wings low and hit max speed as much as possible.

Tire Pressure



Similar to wings, tires help you navigate corners or fly down open roads. High tire pressure creates less friction, resulting in more speed. If you're worried about making sharp turns, keep the tire pressure low.

Always Qualify



Unless you like starting at the back involving your way forward, run the qualifying round to try for a better starting spot. It really helps in shorter races. *SingStar Race Mode* doesn't have a qualifying round.

Every Down It



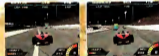
As you enter the start of the race, surrounded by other vehicles, take advantage of nearby cars and try to draft behind them. Then, when the start is clear, shoot around the competition. Don't try to start fast.

Chasing the Rabbit



The car ahead, which you're trying to pin on, will be tagged with a blue arrow. Once you pass the marker car, you'll see your position (no by any), the blue arrow will then transfer to the next car in front of you.

Snatch Attack



Always check for cars coming up from behind. At the bottom of the screen, you'll see this with car numbers. If the number is red, the car is closer than you might think. White numbers show when a car is getting on you.

Time for a Pit Stop



If damage is turned on, your car will get banged up and you'll need to find the pit stop during long races. The number of your car on the side of the screen shows what areas of your car need help from the crew.

Gold Cup Racing

When you're a little exhausted from the sense, whose-leadsle Indy Racing and in the mood for arcade action, try Gold Cup Mode. Your mission will be to race through the ranks of a Fantasy League that includes various levels and cars. By using the chart below, you can calculate how many points you'll earn for each race. Higher league wins result in more points per race.

League Multiplier

Midget Cars	1x
Sprint Cars	2x
1st Formula Cars	3x
2nd Formula Cars	4x
Bonus Indy Cars	5x

Points Chart

1st	10,000
2nd	8,000
3rd	7,500
4th	7,000
5th	6,500
6th	6,000
7th	5,600
8th	5,200
9th	4,800
10th	4,400
11th	4,000
12th	3,700
13th	3,400
14th	3,100
15th	2,800
16th	2,600
17th	2,400
18th	2,200
19th	2,100
20th	2,000

Level Icons



Accumulating experience points will earn you the right to drive more powerful cars. As expected, the Indy Cars represent the highest level of the Fantasy League.

Rating: ● ● ● ● ●	Rating: ● ● ● ● ●	Rating: ● ● ● ● ●
MIDGET CARS		
STARTING LINE UP	10,000	80,000
SPRINT CARS		
80,000	60,000	40,000
FORMULA CARS 1		
250,000	250,000	100,000
FORMULA CARS 2		
250,000	250,000	500,000
INDY CARS		
4,600,000	400,000	500,000

Go for the Gold

The arcade nature of Gold Cup Racing will call for a shift of strategy. For example, you won't have to worry about pit stops, so you can risk driving at higher speeds and bumping other

cars. And since you get points for every race, you don't have to try to win every contest. After some tense Indy Racing, this is your chance to relax on the gas and release your aggression.



Don't Jump the Gun



Sometimes racing with a more powerful vehicle and faster competition will hinder your performance. If you feel comfortable with a low-level car, stick with it until you earn enough points to jump to the next league.

Take It to the Bank



When moving at high speeds around a corner, stay to the outside and coast along the bank, following the trend marks. This will help you maintain your speed while avoiding cars and grass on the inside of the turn.

The Back Track



Use the bottom-G button to glance at the road behind you to see if any one is catching up. If you're using the first-person view switch to third-person before looking back, you'll have a clearer view of the road.

Right on His Tail



You can gain a burst of momentum by drifting behind a car when driving around a corner. Keep an eye on the drift meter on the left of the screen. Once you have an opening, cut inside and overtake the competition.

'S' Stands For Straight




Some tracks have slight S-curves that don't require you to ram the steering wheel. Place yourself in the middle of the road and keep moving straight ahead, ignoring the arc in the pavement. You will make up ground.

Move over, Slow Pokes



Nothing's more annoying than drivers that just won't get out of the way. Listen to your pit crew radio for helpful traffic. Slamming the accelerator will only make you very frustrated.

A Racer for the People

Paradigm's previous racing masterpiece, *F1 Grand Prix*, was a total sun experience that was appreciated most by gearheads who liked to tweak every nut and bolt. Not so with *Indy*. This racer feels like a game that is meant for everyone, which is fitting because the *Indy 500* is one of the most popular American sporting events. The *Gold Cup* races add a letting challenge and a bit of oomph with all those cars and curves. If you like speed, a test-drive is mandatory. 

AS SEEN ON
TV

HERE'S 3 NEW WAYS TO SCREW AROUND AND ACCOMPLISH **NOTHING!**



**GOOF-OFF
ANYTIME,
ANYWHERE!**

"I've been canned from my
last 4 jobs! THANKS, 3DO!"

Orban Resistant III
ATLANTA, GA



FROM!

3DO

www.3do.com



© 1997 3DO Corporation. All Rights Reserved. 3DO, Army Men, Battle Tank, Heroes of Might and Magic, Game Boy Color, and the 3DO logo are trademarks of 3DO Corporation. All other trademarks belong to their respective owners. ESRB rating: E (Everyone). All other trademarks belong to their respective owners.

What's-a this? Wario's helping someone else? He is, but only because he gets to keep any treasure he finds on his mission! Will Wario really help the mysterious monarch who has sent him on the quest? The answers lie inside Wario Land 3...

WARIO LAND 3™



© 2004 Nintendo

ALL'S FAIR IN LOVE AND WARIO LAND

Wario Land 3 for Game Boy Color is stuffed to the overalls with true platform action—with a twist. The twist? Wario has his own abilities, but sometimes it's the damage he takes from an enemy that really helps him reach his goals. Wario's quest sends him to four different lands, each with several levels that he'll have to revisit as he gains new abilities.

Northern Lands



Western Lands



Southern Lands



Eastern Lands



WARIO...WHAT IS HE GOOD FOR?

Warrior Wario

Wario begins the game with some pretty basic moves. As he finds items and opens areas, he will gain the extra moves he needs to finish his mission. As you play the game, you will run into areas that you simply can't access until much later when you have the right moves.



Swim

He glides through the water with the greatest of ease using the Control Pad. The B Button will cushion Wario's pace, and the A Button will make his surface very quick.



Grab Gloves

Once Wario's wearing the Grab Gloves, he can pick up enemies and items faster. He can also throw objects to break through certain blocks. Just walk up to a desired enemy to pick it up.



Super Jump Smash

This move packs a lot of power, allowing Wario to break away blocks he couldn't before, including the solid pink blocks. Jump with A, then push Down on the Control Pad as Wario lands.



Super Swim

Wario's swimming gets a whole lot better when you've found the Super Swims. He can move faster against the current! The Control Pad moves Wario, and B cushions his swim faster.



Jump Smash

Wario jumps into his level's blocks undisturbed. Try the move in more areas—some deep holes he blocks don't look breakable at first. Jump with A then press Down on the Control Pad to Jump Smash.



Head Smash

Wario really uses his head for this move, which can be directed at bricks, rocks and anything else over his head! Simply push Up on the Control Pad while using the A Button to jump.



Super Smash

With the Super Smash, Wario's sideways block breaking is much more powerful. Try it on unstacked bricks. Push the Control Pad in the custom direction, then push the B button to Super Smash.



High Jump

Wario reaches new heights when the High Jump kicks in. Many areas that were just too high will be within jumping distance! The High Jump replaces Wario's regular jump. Just press and hold the A Button to perform a High Jump.



Super Grab Gloves

Even the large robots and bosses can be tossed around like toys when Wario's wearing the Super Grab Gloves. Use the enemies first by jumping on their heads, then walk over to them and pick them up.

Mini Golf

Sometimes the path to Wario's next treasure will be blocked until Wario can win a game of golf. Wario will have to spend some of the coins he's gathered to start a game. Use the A Button and the screen and take your best shot!



A.M., P.M.

The enemies inside the levels will change depending on the time of day. If the screen is bright when you enter a level, you'll enter in the daytime. If it's dark, you'll be there at night. Some treasure chests can be accessed only at certain times of the day.



THE WIDE WORLD OF WARIO

Wario finds himself in quite a few interesting places as he wanders around the four lands. He's on a mission to find the five magical music boxes that will help a mysterious figure regain control of a vast kingdom. This flow chart shows the most uncomplicated path for reaching that goal quickly. Read the guide below to understand our chart for each level.



As you wander through a level, you should always look for without the key, you can't open the treasure chest, even if you find the chest first.



You never know what you're going to find inside a Treasure Chest. Some have power-ups for Wario, while others may open up more areas.

The flow chart shows your progress. In this example, you've already opened the Gray Chest and you're working on the Red. The picture on top of the Red Chest shows the treasure inside. The Green and Blue Chests are still locked.

This shows when the level was opened. "N5" means Northern Lands Level 5, which is also called The Total Coast. Each level's name and number are listed on the characterboard at the top of its box—in this case it's S4: The Steep Canyon.

The last line reveals what you will open by completing the current treasure chest quest. In this example, you unlock W6 and E4 by opening the Red Chest in S4, the Blue Chest in W2, and the Red Chest in E3.

S4 THE STEEP CANYON

METHOD: [W2] → [E3]
UNLOCKS: [W2] → [E3]

UNLOCKED BY: N5
W6, E4

N1 OUT OF THE WOODS

ACCESS: [W1]
UNLOCKS: [W1]

OPEN: N2, N3

N2 THE PEACEFUL VILLAGE

METHOD: [W2]
UNLOCKS: [W2]

UNLOCKED BY: N1
W1

N3 THE VAST PLAIN

METHOD: [W1]
UNLOCKS: [W1]

W1 THE DESERT RUINS

METHOD: [N1]
UNLOCKS: [N1]

W2 THE VOLCANOE'S BASE

METHOD: [W1]
UNLOCKS: [W1]

W3 THE MOUNTAIN OF MOUNTAINS

UNLOCKS: [W2]
W1

You have to let Mad Scientist's beaker hit Wario. It will not be too invisible and side no pass through the opening in front of him undetected.

W1 THE DESERT RUINS

You can reach the Gray Key by clicking them jumping and pushing right on the Control Pad. It may take you a couple of tries.

This tree is closed during the day, but if you come back at night, the pink wall will be raised and you'll be able to enter the door next to the left of it.

UNLOCKS: W2

W2 THE VOLCANOE'S BASE

Roll around the area to break the pink blocks and reach near the lava. On a slope, press Down to make Wario roll. He can jump while rolling.

Search the flowing water until the ball flows to show. Jump on the water and search for the ball. Stay away from the volcano's fire.

UNLOCKS: JUMP SMASH

N1 OUT OF THE WOODS

METHOD: [W1]
UNLOCKS: [W1]

JUMP SMASH

Use the Jump Smash to push this sticky critter down and find a new part of the level with the Red Key and Chest. You'll be playing golf, too.

UNLOCKS: W3, W4

W3

THE POOL OF RAIN



METHOD

UNLOCKED BY W1



It might take you a while, but eventually you'll figure out the order in which you have to Jump Smash the platform platforms to reach the other side.

UNLOCKS 4-W10

S1

W4

A TOWN IN CHAOS



METHOD

UNLOCKED BY W8



Catch the zip line and ride it down to reach the Gray Key. You'll have to smash through a wall with your fist to get it.

UNLOCKS 1-W131

S1

S1

THE GRASSLANDS



METHOD

UNLOCKED BY W3+W4



Get flattened by the red statue, avoid the grabbing robots and glide gently down from the ladder to reach the Gray Key.

Slump on the head of the water boss until sunset, and avoid its attacks. A way to do this is to jump out of the ground.

UNLOCKS

S2

S2

THE BIG BRIDGE



METHOD

UNLOCKED BY S1



If you jump as soon as you see the ball pop up, you will avoid their attacks. If you're hit by a ball, you'll roll back to the beginning.

UNLOCKS

W3, S5, W3

N3

THE VAST PLAIN



METHOD

UNLOCKED BY S2



This one was a little more tedious! The Gray Chest is S2 inside the ring, and you can climb up there to the next chest.



If you can't outrun the sun, duck when it shoots fireballs at you. You should resist across the platforms and over to the Green Key.

UNLOCKS 1-W130

S3

S1

THE GRASSLANDS



METHOD

UNLOCKED BY S2



UNLOCKS

W3

W2

THE VOLCANO'S BASE



METHOD

UNLOCKED BY S1



Wheels were added to the little cart, and you'll have to duck, jump and run to keep it from rolling all the way to the Red Chest.



Jump Smash your way down to the swimming area, and use the large can in the red cave. Then tunnel your way back out.

W3

THE POOL OF RAIN



METHOD

UNLOCKED BY S2



UNLOCKS 1-W131

S3

S3

THE TOWER OF REVIVAL



METHOD

UNLOCKED BY W3-W3



Jump up to the roof to catch fish, then keep jumping as Wario runs toward. He'll fight the other towers.



Let the bubbles stay you at the left side of the tower. You'll float with you as he'll find and reach the Gray Key.

UNLOCKS

SWIMMING



S2

THE BIG BRIDGE



METHOD

SWIM



W3

THE POOL OF RAIN



METHOD

SWIM



UNLOCKS

E1

Walk off the edge of the bridge and fall into the pool. Swim carefully over and over until you can see the key. Then swim to it.

E1

THE STAGNANT SWAMP



METHOD

UNLOCKED WITH W3



UNLOCKS

SL, W2, N2

Go down the ladder at the very beginning of the level and roll your way to the Green Key. Go back up the ladder and find the chest.

N2

THE PEACEFUL VILLAGE



METHOD

UNLOCKED BY E1



Use the Jump Smash while you're falling through the doughnut guy up the steps. Don't wait until the doughnut and Smash back down the other side.



Invincible with Med Scientist's help, then make your way carefully along until you find the Green Key.

UNLOCKS

E2

W2

THE VOLCANO'S BASE



METHOD

UNLOCKED BY E1



UNLOCKS

E1

Use the cart to get to the doorway and enter the left door. Swim in the water to get the Green Key. Fly to the cart while you're a vampire.

S1

THE GRASSLANDS



METHOD

UNLOCKED BY E1



UNLOCKS

E1, N2

E2

It's tough, but you have to search while running on the dead talking ledge to reach the Green Key.

W4

A TOWN IN CHAOS



METHOD

HEAD SMASH



UNLOCKS

E2

Flip one of the many switches to raise the bars that block your access to the Red Key. The switch by the comb is a best.

W1

DESERT RUINS



METHOD

HEAD SMASH



UNLOCKS

E1, N2

E2

The floor above the Green Key and near the gold medal doesn't look like it can be Jump-Smashed, but it can. Go down and to the left to find the chest.

E2

THE FRIGID SEA



METHOD

UNLOCKED BY W2, W1

HEAD SMASH



UNLOCKS

W1, N2

Remember your special? Increase the turbulence to make the waves easier to ride for the Blue Key. On the beach, use it twice to get the Red Key. Then, use it to get the Green Key.



N4 BANKS OF THE WILD RIVER



METHOD UNLOCKED BY **W4**
UNLOCKS **H&I** **S4**



N5 THE TIDAL COAST



METHOD UNLOCKED BY **W4**



UNLOCKS **H&I** **S4**

S4 THE STEEP CANYON



METHOD UNLOCKED BY **W4+W5**



UNLOCKS **GRAB GLOVE**

N5 THE TIDAL COAST



METHOD **GRAB GLOVE**



UNLOCKS **W2, S4, E1**

W2 THE VOLCANO'S BASE



METHOD UNLOCKED BY **H5**



UNLOCKS **I+S4+E1** **W5, E4**

S4 THE STEEP CANYON



METHOD UNLOCKED BY **H5**



After you have the key, you should continue to float high above the rushing water at the way to the right of the cavern to the Red Key.

UNLOCKS **I+W2+E1** **W5, E4**

E1 THE STAGNANT SWAMP



METHOD **OPEN**



UNLOCKS **I+W2+S4** **W5, E4**

E4 THE COLOSSAL HOLE



METHOD UNLOCKED BY **W2+S4+E1**



UNLOCKS **I+W5** **S3**

W6 THE WEST CRATER



METHOD UNLOCKED BY **W2+S4+E1**



UNLOCKS **I+E4** **S3**



S3

THE TOWER OF REVIVAL



METHOD

UNLOCKED BY W4-E1



The door in the middle of the tower isn't just the stairs you'd use to know has been opened later or to find a new part of the tower.



Use a combination of doughnuts, fire and bombs to break the pink blocks, then flip the switch to the left, get the key and reach the chest.

UNLOCKS

SUPER SMASH



S5

THE CAVE OF FLAMES



METHOD

UNLOCKED BY W6

UNLOCKS

S2, E2



Use a combination of doughnuts, fire and bombs to break the pink blocks, then flip the switch to the left, get the key and reach the chest.

UNLOCKS

SUPER JUMP SLAM



Dark zombies enter every door, hitting the switches to make red blocks pop out from the walls so you can traverse your search for the Gray Key.

UNLOCKS

SUPER JUMP SLAM

UNLOCKS

SUPER JUMP SLAM

N4

BANKS OF THE WILD RIVER



METHOD

SUPER SMASH



With the Super Smash, break it to the left gray hole. Enter the doors to find the Red Key and Red Chest.

UNLOCKS

SUPER SMASH

E2

THE FRIGID SEA



METHOD

UNLOCKED BY S6



Use an ice cluster at the pink blocks. Roll down the slopes as snowman Wang to break through the walls and reach the Red Chest.

UNLOCKS

UNLOCKED BY S6



Flip the switch just past the ice bears. This will freeze the water and allow you to reach the key. Unfreeze the water to reach the chest.

UNLOCKS

UNLOCKED BY S6

N6

SEA TURTLE ROCKS



METHOD

SUPER JUMP SLAM



Start a power roll at the bottom of the area with the pipes, then jump-roll up and through the pipes to reach the Green Chest and Key at the top.

UNLOCKS (W4)

E4, E2, E3

N6

SEA TURTLE ROCKS



METHOD

SUPER SMASH



Break through the bright red doors to reach the Blue Chest. Jump in the right's hole, then hit the switch to reach it.

UNLOCKS

S5

S2

THE BIG BRIDGE



METHOD

GRAY GLOVE



Pick up the army, climb up your Brick Glove by leaving B, then throw the army through the blocks to find the Green Key.

UNLOCKS

E3

W1

THE WESTERN RUINS



METHOD

SUPER JUMP SLAM



Turn into a bat and fly up to the top of the Ruins. Be careful not to fly into the light, or you'll turn back into Wang.

UNLOCKS

SUPER JUMP SLAM

UNLOCKS (W4)

E4, E2, E3

E4

THE COLOSSAL HOLE



METHOD

UNLOCKED BY N0+V1



The owl has a weak spot. Ride the log to the right, then grab the seed to transport the dead owl float.



Jump across the platforms until you reach the vicissitudes of the Green Key and the Green Chest, then let the sun heat you up as you can break the bricks.

UNLOCKS

HIGH JUMP

E1

THE STAGNANT SWAMP



METHOD

HIGH JUMP



High-Jump off the little snail to make your way up to the Green Key. Carry one money left you—the last platform doesn't have one.



Since you're in the level before, to do that you can be about the chest. It always works in a figure-eight.

UNLOCKS:

W5

W5

BENEATH THE WAVES



METHOD

UNLOCKED BY E1



Take the pillow race to the right, then down. Two pillows will go down, but the top one will break over the bricks to the Dry Chest.

UNLOCKS:

S5, E1, E4



S5

THE CAVE OF FLAMES



METHOD:

HIGH JUMP



Slam the ground to send the blue cave on rails into the air. It will float down gently and you'll be able to use it as a platform.

UNLOCKS: I+E0

N1

E1

THE STAGNANT SWAMP



METHOD

UNLOCKS BY S5



Rail down as you did for the Gray Key, then go to the right. The scrolls under the swamp have gone off and opened a new area to be explored.



Leave the chest that gives you a ball-balloon around the level (or if you find the Blue Key, the chest is through the second opening from the right).

UNLOCKS: I+S5

N1

N1

OUT OF THE WOODS



METHOD:

UNLOCKED BY S5+E1



Get the Green Key to the far right of the level, then enter the first door and jump across the disappearing green leaves to the chest.

UNLOCKS:

SUPER SWIM

N4

BANKS OF THE WILD RIVER



METHOD

SUPER SWIM



Use the Super Swims to get to the far right of the level. Find the money fish above the waterfall. Jump the chest so you can reach the Blue Chest.

UNLOCKS:

S5, N5

S3

THE TOWER OF REVIVAL



METHOD

UNLOCKED BY N4



The well near the top of the tower is broken. Climb around it to find both the Green Key and the revivifying chest.

UNLOCKS:

E5



E6

THE EAST CRATER



METHOD

UNLOCKED BY 03



Pick up barrels and throw them through the blocks after you make it past the floating crates. Otherwise, you'll be floating endlessly.



Jump into the fire then jump out and burn the second gray crate to the left. Just beyond where it sits is a ladder to the Gray Chest.

UNLOCKS

SUPER GRAB GLOVES

E3

THE CASTLE OF ILLUSION



METHOD

SUPER GRAB GLOVES



The Red Key is hidden on the second platform behind the pillar, just past the blue spike crates. Jump up and get it.



Jump on the bear's head, pick it up with your Super Grab Gloves then toss it through the pink blocks to reach the Green Key.

UNLOCKS:

N1

N2

THE PEACEFUL VILLAGE



METHOD:

SUPER JUMP SLAM



Use the Super Jump Slam to bounce the pig, red frog out of your way. Enter the second pig from the left and out run the male to the right.

N1

OUT OF THE WOODS



METHOD

OPEN



Keep stomping the ground until the spider falls to your level. Use it as an ascent or to get to the top of the tree, where you'll find a Bonus Coin.



Pick up the red coin with the spider, get it out of you and throw them back at it. Watch the spider leads to the ground. Super Jump Bonus: 10.

UNLOCKS

OPEN

Not-So-Funny Business

Oh, not if it turns out the shadowy figure who asked for Wario's help wasn't as helpless as it pretended. The big, scary clown will clap at Wario, jump or duck to avoid going smashed, then slam down on its head when it makes a fist.



Spoils of Wario

Wario picks up many treasures on his quest for the five music boxes. Some make your navigation of the world map a little easier. You earn them when you've completed over half of the game, when you really need the help!



The map for you wins from Wario's Red Chest allows you to view which items you've collected in a tree.



The Day or Night Spell you win from N2's Blue Chest gives you the power to change the time of day at will.

WARIO STORY-0

The scary clown is the big boss, but there are still plenty of puzzles and challenges left in Wario Land 3. For instance, Wario wins a special reward for collecting all eight coins in every level. Would Wario stop when there are still lots of treasures to be uncovered? Not likely—he really loves a challenge, and this is one of his best! 🍌





www.segagames.com

© 2002 Sega. All rights reserved. Sega and the Sega logo are registered trademarks of Sega Corporation. Roadsters is a trademark of Sega Corporation. Microsoft, Xbox, Game Boy Color, and the Game Boy Color logo are trademarks or registered trademarks of Microsoft Corporation. PlayStation 2 and the PlayStation 2 logo are trademarks or registered trademarks of Sony Computer Entertainment Inc. The Sega logo is a registered trademark of Sega Corporation. The Sega Game Boy Color logo is a registered trademark of Sega Corporation. The Sega Game Boy Color logo is a registered trademark of Sega Corporation. The Sega Game Boy Color logo is a registered trademark of Sega Corporation.

one quick breath of fresh air

30 dream engine styles with multiple engine configurations
and modifiable parts—four different game styles
10 different tracks with changing weather conditions

www.startitupandwin.com



available on



Sega®/Dynamix®

ROADSTERS

blowing road racing wide open

Put the prehistoric world in the palm of your hands with Disney Interactive's simple and fast-paced Jurassic adventure, **Dinosaur**. The Mesozoic Era will come to life on your Game Boy Color as you help a unique family of dinosaurs and lemurs escape a dangerous island.



WALT DISNEY

PICTURES PRESENTS

DINOSAUR

©Disney Interactive by Soft Entertainment.

Birth of a New Friend

A long time ago, a peaceful herd of plant-eating dinosaurs was awaiting the annual egg-hatching when a voracious swarm of Carnotaurs invaded the enclosed Nesting Grounds. Most of the eggs were destroyed in the attack, but one survived thanks to a flying Ornithomimid. After a long journey, the stolen egg was dropped over a lush paradise known as Lemur Island. The curious inhabitants of the island lope the egg safe and wondered what creature might burst from its shell. They soon witnessed the birth of a baby dinosaur, who quickly became a favorite of the lemurs. They named him Aladar, and he grew up healthy and happy, until one day a meteor shower threatened to destroy his home. Your job is to guide Aladar and his family off the island, rescuing others along the way.



The Herd

The game begins with Aladar searching for his former friends. Each member of the herd possesses a unique talent that will help the entire group to finish each level. For that reason alone, it's important to keep all members of the group safe and healthy. If one member or dinosaur is too injured to continue, your game will be over.

Aladar



The adapted dinosaur's contrived device and character traits make him the team's guide and joy. Aladar can swim, push rocks and logs, and keep enemies away with brute force. These abilities will help him on his quest to find his missing family members.

Eema



Older and wiser, Eema has a right to be a team leader, though he is an insect, but her slow pace may be a detriment. Use her muscles to crush rocks or break through barriers, which she may discover hidden items or secret tunnels.

Plio



This loopy loner is the alpha of the group and a natural peacemaker. To use her helpful peeping ability, press the Control Pad to direct you want to go, then press the A Button. Get a running start for long jumps.

Zini



Zini can be a troublemaker. He can set traps off a hidden alarm, but that's far from useful. His ability to run is great, though, so use his target precision by pressing the A Button. When he can't move a log, he will slow down.

Url



Url is a slow mover, but incredibly fast. He may be slow, but his long, swinging tail can rip out an attacker with one swoosh and powerful spin. Use a year's worth of getting past swarms of enemies.

Suri



The baby of the team, Suri always looks up to her older brother Aladar. Her baby bar your eyes, Suri's climbing and swinging skills are vital to the group's success. Use her to traverse tall obstacles and swing from vine to vine.

Collectibles

To advance through the game, you'll need to search for important items on each level. These items will increase your score and keep your team healthy.



Health Flowers

Red Health Flowers can be used instead of any time to recover the health of one herd member.



Point Flowers

White Point Flowers can be found in bushes and are waypoints that will increase your overall score.



Baby Dinosaurs

On most levels, you'll need to rescue dinosaurs before you'll be allowed to advance to the next stage.

The Gallery



At the opening screen, you have an option to view a gallery of character photos. You can print the pictures of the herd by connecting a Game Boy Printer to your Game Boy. You can also print your scores when viewing the score screen.

Passing the Torch

Teamwork is the name of the game, and you'll need to switch between characters during each level to conquer the various obstacles. Press the B Button when you reach a Gathering Herd icon to switch characters. The red-and-white score are strategically placed, signaling the need for a change.



Enemies

These predators may sound vicious, but they're pretty easy to dodge, especially if you run with Zini or fight back with Url and his strong, spinning tail.

Carnotaur



These blood-thirsty creatures have a cut-throat and will attack the herd throughout the entire game.

Mosasaur



A crocodile-like dinosaur, the Mosasaur can be found in the water. Aladar should be careful when swimming.

Velociraptor



Sometimes found in the air, the aggressive raptor can always cut to get the herd's necks.

Pteranodon

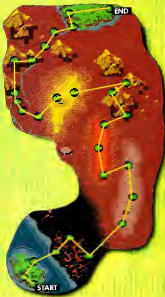


When you look in the sky, you may see the flying enemy swoosh. It's always at higher elevations.



Journey

Navigating through this adventure will require a unique cast of characters, each of whom possesses a special skill. You will often switch between herd members, usually whenever you see a Gathering Herd icon. All characters serve a purpose, and once you become familiar with the herd, the game will be a breeze.



Level Gates

The sight of two red stone pillars should bring back the player's memories of the rest of the level, and walking through will pass you onto the next adventure.

Level 1

Island

Aladar's home is about to be destroyed by an unexpected meteor shower, and he must find his lesser friends, Sun and Pho, and get off the island quickly and safely.



Jumping and Living

Cliffs - There are several large cliffs that drop into treacherous waters, requiring Pho to perform long jumps.

Falling Meteors - Lesser Island will be destroyed by meteors, and your herd must escape before it's too late.

1



Look What I Found

At the start of the first level, head to the right until you find the Lesser Herd. Choose Aladar and switch to push the log and uncover Sun.

2



Swingin' Suri

After using Pho to jump from cliff to cliff, switch to Suri and grab the sawing vine. Once safely across the water, switch again to Aladar.

3



Herd Labor

Once you've headed safely across the water with Sun and switched back to Aladar, use him to push the rocks by looking right and the A Button.

Level 2

Beach

There's no time for fun in the sun on this beach. You'll need to use the herd to rescue several baby dinosaurs and find two more members of the family, Ears and Uri.



Danger Lurks

Twisters - These solitary tentacles move at a fast pace and seem to follow you wherever you go.

Carnosaurs - The beach is full of these hungry predators. After unsewing Uri, use him to stamp out the enemies.



Running in Circles

Carnosaurs tend to roam in circles, so once you've figured out their pattern, you can easily avoid them. Use Uri to run past swarms of enemies.



Stomp 'Em Out

After unsewing Uri, put him to immediate use. He's delectable and can wipe out predators with one swift swipe. He will come in handy many times.



Prehistoric Groundhogs

Lurking beneath the sand are undesirable creatures, usually trying to harm you. When you see dark lines in the ground, don't go near them!

Level 3

Desert

Usually when you think of a desert, you imagine barren wasteland and miles of uninteresting sand. But this desert is more like a jungle, with vines and platforms.



Obstacle Course

Swinging Vines - Sue will get a serious workout as she helps the herd move by jumping from vine to vine.

Platforms - Flo will be just as busy leaping across platforms to reach the end of each level.



Rescue Patrol

Head to the upper right and rescue the baby dinosaur before climbing any of the platforms. You cannot complete the level without saving the duo.



Hold on Tight

Conserve up food memories of Petal. Survival saving fruit vine to eat. Trap your leaps carefully, or you'll wind up surrounded by Carnosaurs.



Look Before You Leap

Flo has the most important responsibility: leaping across platforms without falling. Get a running start and press A for more difficult jumps.

Level 4

Weights

As the herd moves on, the challenges become greater and the need for teamwork grows. Use Aladar to move heavy objects and launch lemmings into the air.

Air Suri

Rocks & Boulders - Heavy objects will be blocking the road to success. Use Aladar to push and pull the obstacles.

Water Totters - Put a dinosaur on one end and a lemur on the other. The monkey is sure to go flying.



Playground Fun

Press the B button to leave a lemur on one end of the teeter-totter. Then use Aladar to step on the other end, sending the lemur soaring.



Hoppy Landing

After the herd has safely landed several yards away, the path to the end of the level will be clear. Cross through the gully as far as you can.

Level 5

Storm

As if falling meteors aren't enough of a distraction, the herd will face collapsing pillars and broken bridges. Once again, to succeed, each member must play a role.



Rain, Rain, Go Away

Dropping Meteors - These obstacles are identical to the ones the herd faced back on Lemur Island.

Collapsing Pillars - Don't stay in one place for too long. Once a ledge collapses, you'll have no way to get back up.



Quick Jumps

Plus he can work out for her. Pillars will tumble as soon as she lands on them, forcing her to jump immediately. Keep those lemmings moving.

Zini, Run!

The long, narrow bridge will begin to crumble as soon as a member of the herd walks on it. Zini is the only one fast enough to make it.

Heave-ho!

When you get to the large rock, use Zini to push it down the cliff. The rock will break over a pile, which you can then use to finish the level.

Nesting Grounds

The group has a long way to go before reaching the final destination. Vicious Velociraptors fly above treacherous levelled rivers, sharp stalactites and sandgriters prowl inside dark caves, and new enemies await at the nesting grounds. If all members can safely survive until the new eggs are hatched, the mission will be complete. ☺

 POLARIS

SnoCross

coming this august



...making it the most fun, all-around snowmobile racing game you can play. It's fully playable on both the PlayStation 2 and Xbox. So you can play it on your own or with a friend.



© 2004 Vatical. All rights reserved. SnoCross is a registered trademark of Vatical. The Vatical logo is a registered trademark of Vatical. The Game Boy Advance logo is a registered trademark of Nintendo. The PlayStation 2 logo is a registered trademark of Sony Computer Entertainment Inc. The ESRB rating logo is a registered trademark of the Entertainment Software Rating Board. All other trademarks are the property of their respective owners.



COUNSELORS' CORNER

Your Questions—Our Experts!

Perfect Dark

HOW DO I GET PAST THE LASER BEAMS?



You may be deep into the mission on the dataDyne Research Investigation level and feeling optimistic about finishing when you discover an obstacle that ruins your whole day: a corridor filled with lethal laser beams. When playing Special and Perfect Agent, it's important not to get ahead of yourself in the labs—you need to clear a path for yourself early in the level. You can't disable the lasers directly, but you can reprogram the maintenance robots to move through the troublesome corridor, temporarily disabling the beams as they pass through. The robots are controlled at two terminals in the downstairs

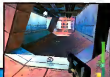
maintenance area. Reprogramming the robots is a two-step process using both terminals. After the robots begin their



clocking robots are controlled from terminals in the maintenance area. When you get close, a mission specialist will talk to you in your voice.



cycle, they'll pass through the beams at regular intervals. Wait for a robot to move through the hall then follow it.



You may have to wait a few seconds for a robot to show up in the area protected by lasers. Stay just behind it to avoid involuntary laser surgery.

WHAT'S THE BEST WAY TO DESTROY THE HOVERCOPTER?

The hovercopter is the most frustrating enemy you'll face while escaping from the dataDyne building. If you go near a window, its sensors will ventilate you. Don't attempt to fight it when you first

encounter it. You and Dr. Carroll will be vulnerable while on your way to activating the elevators, so move as fast as you can. When you reach the top interior floor, you'll find some dataDyne employees put-

ting together a Rocket Launcher. Take it away from them. Shoot out a nearby window with another gun, set the launcher to Targeted Rocket function, then fire at the hovercopter when it appears.



Don't get rattled by the antics the hovercopter pilot tries to do looking at you. Move quickly through areas where you're vulnerable.



Don't ask why these guys are putting together a Rocket Launcher right where you need it most. Just pick it up and use it.



You'll be exposed to the hovercopter's gunfire on the roof. Blasting it from inside the building affords you some cover.

Donkey Kong 64

WHAT DO I DO WITH THE DK DIRT PILES?

If you've spent time wandering around the DK Isles, you've probably noticed piles of dirt with "DK" written on them. The perky-pile piles are useless to you until the Banana Fairy teaches Tiny—along with all the other Kongs—how to create a Shock Wave. The move is accomplished by holding down the B Button to build up a charge then releasing it to send out a Shock Wave. When you produce a Shock Wave on the DK Dirt Piles, they yield a coveted Rainbow Coin, worth five Banana Coins.



Any Kong can create a Shock Wave on a DK dirt pile, but each pile can be shattered only once. You must see the Banana Fairy to learn the move.



Each pile holds only one Rainbow Coin. The multi-colored currency puns five Banana Coins in the bank account of each Kong.

HOW DO I USE DIDDY'S ROCKETBARREL BOOST?

As we all know, you should carefully read the instructions Cranky gives you whenever he awards a Kong with a potion. That way you won't get into trouble when you need to, say, use Diddy's Rocketbarrel Boost. What's that? You accidentally skipped over the instructions, and now you can't get the darn things to work? The key to operating the gizmo is deciding when to fly and when to hover. Don't do both at the same time. Position yourself by hovering then blast forward.



Hold down the Z Button to make the Rocketbarrel Boost hover. Hovering will allow you to get your bearings before you zoom ahead.



To fly, release the Z Button then press the A Button. Rocketbarrel will go to where you want to go, then hit the Z Button again to stop.

HOW DO I REACH THE FLOATING BARREL IN THE AZTEC LOBBY?

Diddy needs to Cherry-Charge the twin gargoyles that bear his likeness in the Aztec lobby. A floating barrel will appear high above the lobby floor. You may think Diddy needs to get up to the barrel, but he

doesn't have the vertical leaping ability to make the jump. The jump isn't impossible—you're just trying it with the wrong Kong. Charge into Tiny then perform a Ponytail Twist from the platform near the level

entrance. She'll easily glide across the room to the airborne objective. Once inside the Bonus Barrel, she can play the Big Bag Bash! game for a chance to win a Golden Banana.



Being a gong with Diddy Kong. After the Cherry-Charge move is finished the gargoyles, his work will be done in the Aztec lobby.



Diddy's efforts will produce a floating barrel. There is only one Kong who can walk the leap, and she may still be in captivity.



Once Tiny is free—and Cranky has taught her the Ponytail Twist move—she can use her kang locks to fly out to the barrel!

The Legend of Zelda: Ocarina of Time

HOW DO I CAPTURE THE CUCCOS BEHIND TALL FENCES?

If you enter Kokariko Village during the day, you'll encounter a young woman frantically over her lost Cuccos. You'll be more than happy to help her out by returning them to the pen, but some of the birds are trapped in seemingly inaccessible areas. The three birds in question are behind tall fences that Link can't climb. Instead, you'll need to fly to the birds using Cucco power. Hold one of the Cuccos in your hands then leap from an elevated area. Its flapping will allow you to glide to the Cuccos.



One of the Cuccos is wandering around behind the Prison Shop. Link isn't tall enough to climb over the fence.



With Cucco in hand, jump from the platform near the inn's main entrance to float down to the bird. You'll find two Cuccos to capture in the area.

HOW DO I ENTER THE DEATH MOUNTAIN GATE?

The Hyrulean soldier guarding the gate to Death Mountain is not going to take a little forest kid seriously unless he's got the proper paperwork. As with many things in life, getting in the door is all about who you know. If you've already visited Princess Zelda at Hyrule Castle, you'll have her handwritten note in your inventory. Assign it to one of the C Buttons then show it to the guard. Against his better judgment, he'll let you in. If you don't have the note, go to the castle.



Zelda knows her influence will help you in your quest, so she'll give you a handwritten message to show to the guard.



The guard at the gate thinks it's all a big joke, but he'll let you anyway. He also asks you to do a favor for him while you're at the Market.

HOW DO I GET THE GORON BRACELET?

That big boulder blocking Dodongo's Cavern is not going to go away by itself. You'll need to blow it up with a bomb—which means you'll need the Goron Bracelet so you can pick up bombs. Steal the bracelet in

the possession of Darunia, the cranky king as Goron King. You'll need to play a couple of tunes on the ocarina before he'll part with the jewelry. Zelda's Loftwing will get you in the door to his room, and you'll need to

play Saria's Song to change the rock eater's attitude. He'll send you on a mission to battle King Dodongo, but first he'll equip you with the bracelet. It allows you to pick up bombs from the Bomb Flowers.



If you witness Zelda at Hyrule Castle, you should know how to play Zelda's Lullaby. The royal flute will open the door to Darunia's room.



The king needs some music to get his mind off his problems. Saria's Song—which you learn in the Lost Woods—will do the trick.



As a token of gratitude, Darunia will give you the Goron Bracelet. It allows you to pick up and throw bombs.

Wario Land 2

WHERE IS THE SECRET EXIT IN DEFEAT THE GIANT SNAKE

Block breaking is the key to finding the secret exit in Story Five of One Naughty Morning. Stomp through the floor to the left of the first big block you encounter then jump up a series of platforms. Charge through the wall on the right then jump the gap to keep moving right. You'll eventually reach two stacked blocks. Charge and jump to smash the top block then charge into the right wall. Squat then jump into the opening. If you charge through the wall you'll reach some steps. Roll down them to break some blocks in front of the secret exit.



Time your jump carefully when charging into the stacked blocks. You want to smash the top block so you can use the bottom one as a platform.



You need to roll down the steps just before the secret exit to smash your way through blocks in a cramped passageway.

WHERE IS THE SECRET EXIT IN DROP THE ANCHOR

Story Four on the S.S. Teacup has a secret exit, and you'll need help from your enemies to reach it. From the start, charge through everything to the right until you reach a door. Enter the door then stomp through some cracked blocks to fall into a hole. There is a Punch at the bottom of the pit, but you shouldn't destroy it. Smash the first pillar to the left then pick up the Punch and throw it through the remaining pillars. Enter the door beyond the pillars then stomp through the cracked floor inside. Climb back up, find the stove then push the stove into the hole. Jump back

into the hole then push the stove all the way to the right. Stand on the stove then

jump through a hole that leads to a skull-faced block. Destroy the block to exit.



You should stun the Punch then repeat only throw it through the pillars blocking your way to a door. Don't destroy the Punch until the pillars are gone.



As he pushes the stove against the wall, squat then jump through the narrow opening in the wall it leads to the secret exit.

Q&A FAST FACTS

Stack? Pick up the glass and give our customers a call. Or write to: Customers' Corner, P.O. Box 87623, Redmond, WA 98073-0733

In the USA Call: 1-900-288-0707

In Canada Call: 1-900-451-4400

(\$4.99 per minute. Orders under \$5 need processing time to reach you.)

(\$5.99 per minute. Orders under \$5 need processing time to reach you.)

SOUTH PARK RALLY

- Q: How do I get more costumes?
A: Each dollar coin you pick up on the track gives you an extra costume.
- Q: How do I unlock more tracks?
A: An extra track is unlocked when you beat a track in Championship Mode.
- Q: How do I unlock hidden characters?
A: By racing with a variety of different characters in Championship Mode to unlock new characters.

LOGICAL (68C)

- Q: How can I tell which game I've liked?
A: The game doesn't tell you. You need to keep track of those yourself.
- Q: What are the symbols on top of the screen before I start a stage?
A: They show the number of remaining lives.
- Q: How do I know what level I'm on?
A: Unless you rate yourself on the Game Day Player, the game won't tell you. Instead, keep track of your progress.

DISNEY'S TARZAN

- Q: Will the game give me any costumes?
A: No. Collect 100 coins for an extra life.
- Q: What does the percentage next to a stage I've finished mean?
A: It shows how much of the stage you've actually completed.

POKÉMON™



Pokécenter

All Pokémon. All the Time!

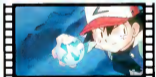
Pokémon the Movie 2000

There are a lot of reasons to celebrate the arrival of the good old summertime—vacations, baseball, picnics, barbecues, beaches, pools. Pokémon... Pokémon? We know, Pokémon are great in any season, but this summer Pokémon the Movie 2000 hits theaters, and once it does, things in the Pokémon World will never be the same!

As the movie *The Power of One* begins, a mysterious collector, Lawrence III pilots his beautiful, yet bizarre airship over the very end of the Orange Islands, searching for the three birds of legend—Moltres, Zapdos and Articuno. But it's not really the three winged creatures he's after...Ash and his friends Misty and Tracey have already squeezed a lot of adventure from the Orange Islands, but they're not out of juice yet. At the end of the Orange Island chain lies the exotic Shamouti Island, and so Ash and company dove closer to the island the weather turns violent. They make it to Shamouti Island, and as they arrive they find they're just in time for a mysterious celebration. Always one to bring Ash



The latest floating machine was built to capture some very special Pokémon.



Ash is set on a quest to capture those glowing bells.



Lawrence III is obsessed with collecting Pokémon. Extremely obsessed.



Pikachu's Brave Adventure is a separate short film playing with *The Power of One: Brave!*

somehow manage to mention that he's a Pokémon Trainer with manners of leading on the island, and when the people of Shamouti Island hear this, they insist that he is the Chosen One. Chosen for what? Greatness? Failure? A gift certificate to the nearest Pokémon Center? You'll have to catch the movie to find out. Get ready for an amazing revelation this July when Pokémon the Movie 2000 flies into theaters!



In the shadowy creature, what the collector usually after!



Ask the Professor



Welcome Back! I'm excited to have Pokémon Trading Card Game questions to answer, but don't worry—I always have time for Pokémon, Pokémon Snap, Pokémon Stadium, Pokémon Pinball and Pokémon-related Super Smash Bros. questions. I'm here for you, and I'm a professional. Don't let all my research go to waste!

A trainer used a Dragonair in the Pika Cup! How did he catch one with a low level?

You'll learn even more about Pokémon when you enter the Stadium, and this is a great example. You can't raise a Dragonair to a Dragonair that can be used in the Pika Cup, but if you're playing Pokémon Yellow, you can find a Dragonair at level 33 when fishing in the Safari Zone, and it is more than welcome in the Pika Cup. Along those same lines, you may receive an under-level-20 Hitmonlee, Hitmonlee, Onix or Kabuto as a gift for finishing the Gym Leader Castle, and they, too, can enter the Pika Cup. There are a handful of other Pokémon that you can acquire in Red, Blue and Yellow that can, under special circumstances, be used in the Pika Cup. Some involve tricky trades—watch this space for more information about them!



Fisher's search is one tough customer, and it may actually take two of your Pokémon to take the Pika Cup challenge.



If you own Pokémon Yellow, you can bring your own Dragonair into the competition, which may level the playing field.

How do I get Mew in Pokémon Pinball?

This is actually pretty difficult. Just like in Pokémon Red, Blue and Yellow, Mew is special and can't be caught the way you catch other Pokémon. Here's the secret: Clear the Mewtwo Bonus Stage at least three times in one game, then go to either table on the Indigo Plateau. Activate the three Catch 'Em Acrotes that appear on the right side of the board to activate Catch 'Em Mode. Mew just might be the Pokémon that appears in Catch 'Em Mode—there's a one-in-sixteen chance the perfect pink Pokémon will pop up. You don't have to hit Mew to catch it, you just can't lose your ball during Catch 'Em Mode. If you can keep your ball in play, Mew will be entered into your Pokédex!



First, beat the Bonus Mewtwo Stage more than twice in one game.



At long last, it's Mew on your Pokémon Pinball Pokédex!

What's the Challenge Hall for?

It may seem like the Challenge Hall is there for no reason, but everything has its reason in the Pokémon universe, and this is no exception. Keep checking back at the Hall—evenually, a competition that you can join will be under way. If you win, you'll get a special promotional card! Keep going back even after you win once. There are several random Challenge Cup matchups with fabulous prizes!



Oh, and there's nothing happening here. You'd better come back later.



Finally! A Challenge Cup is under way, and you can enter!

What is Card Pop? I don't get it!

Card Pop is a unique way to receive new cards in Pokémon Trading Card Game. Find a friend who has Pokémon TCG and a Game Boy Color. Select Card Pop! from the first menu that comes up when you turn on your Game Boy. Line up your Game Boy Color's infrared ports and press A. You will each receive a randomly selected card out of thin air, and it's not a trade. Incidentally, the only way to catch any of the extremely rare Illusion Cards is through Card Pop!



Pick Card Pop! from the first menu before you start a game.



To get both players to have a brand-spankin' new card to love.

Colosseum

Aspiring Colosseum trainers take note—we're especially interested in powerful, unique teams that don't feature Mewtwo or Mew. Send 'em in!

Casey Sheeha of Elko, Georgia, must be the strong, silent type, because the letter we received had no names, no boasts and no challenges. It simply said "Don't make fun of my last name, n5 Irub." Oh, Casey—we would never make fun of someone's last name. Your first name, however, is up for grabs. Oh, just funning around with you! We don't make fun of names, just lone Pokémon teams. So you're safe!

Dewong



Dewong might have a fairly naive, but few Pokémon laugh when it unleashes its Aurora Beam! The Ice Beam attack may seem like overkill considering that Aurora Beam is also an ice-type attack, but Skull Bash is a good all-purpose attack. The kick-off in the first three, which allow Dewong to recover its HP and keep battling long after other Pokémon would call it a night.

- Aurora Beam
- Rest
- Skull Bash
- Ice Beam

Charizard



Casey seems to like to double-up on attacks that match the Pokémon's type, and the Charizard fits that profile. It has both Fire Blast and Flame Thrower, both of which burn an opponent. It may seem strange to accept a second change to accept a second creature with Dig, but Ground-type attacks are a natural fit with Fire-type, especially if you're using a tough Electric-type. Seismic Toss with a good utility move that concerns a minority of us.

- Dig
- Fire Blast
- Seismic Toss
- Flamethrower

Hypno



Psychic types are almost always better off with a lot of Psychic moves, and this Hypno is a great example. It rounds out a Hypno without Hypnosis, and Dream Eater is a sleep on addition and a great way to take advantage of a sleeping foe. Psychic is easily the most powerful attack any Psychic-type can wield, and Metronome can do a ton of damage under many circumstances, even if it is a bit of a gamble.

- Hypnosis
- Dream Eater
- Psychic
- Metronome

Muk



Casey didn't truck about what to tag the Muk together! Casey really does the traditional route when planning a Pokémon, but the Muk has a huge range of moves that you don't often see in a poison-type. Sludge and even Body Slam aren't that unusual for a poison Pokémon, but Fire Blast will surprise an opponent, as will Thunderbolt. The potential combinations here are limitless!

- Sludge
- Thunderbolt
- Fire Blast
- Body Slam

Marowak



Marowak features the well-grounded Bone Club and Bonemerang. Again, these very similar attacks may seem like too much of a good thing, but this team is built for long journeys with the Pokémon Battle Park and the base of the type, not raw power. In that case, backup moves are a great idea! Speaking of backup, Seismic Toss and Fire Blast allow Marowak to backup Charizard if it has to.

- Bone Club
- Fire Blast
- Seismic Toss
- Bonemerang

Scyther



Scyther's Bug-and-Flying-type leaves it open to both Fire and Electric attacks, which may be why Casey gave it Seismic Toss and the utility move, Skull Bash. Seismic Toss just makes the flying move needs to get a fast attack, and while we're on the subject of fast, the Swift attack can't be beat when it comes to speed. It's convenient if enemies that are underground in the middle of a Dig attack on Pokémon Stadium.

- Swift
- Skull Bash
- Substitute
- Slash



Mario VS. Mew
Joe, 101 Valentia
Gonzales, TX

02 SANDSHREW



07 Sandshrew
Jesse Lopez
Los Angeles, CA



Grasty Haunter Gengar

Grasty Haunter
Gengar
Jacob Brown
Spartanburg, SC



We're Digging!
Chris Cavallo
Ogdenburg, NJ

Send questions, comments and art to:

Nathan Power
P.O. Box 31632
Madison, WI 53703

Hot off the Press



This is the place for sizzling news, and the all-new Pokémon Trading Card Game Tour is hot, hot, hot! This Wizards of the Coast-sponsored event is bigger and better than ever, and it's coming soon—with any luck to a mall near you.

Super Trainer Showdown!



The Pokémon Trading Card Game tour runs through July 2, and it combines all the great stuff from the last tour with an exciting new Three-Stage Training Arena where you can learn how to play the Pokémon Trading Card Game or just beat up on your training skills. Participants will get an Official Certified Trainer Certificate and special stamps. The five-and-under set can enter the Pokémon Fun Zone to learn more

about Pokémon and Pokémon Trading Card Game, and experienced players just might have a chance to enter the Super Trainer Showdown Qualifier Tournament Series. Each weekend the winners of the tournament (one from each age group) win a trip to Los Angeles for the Super Trainer Showdown, so get there early and sign up—you could be the big winner!

Learn to Play!!



Play to Win!



It's the Real Deal!



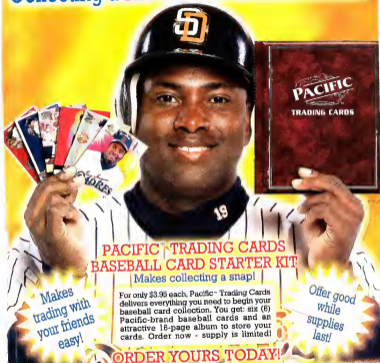
POKÉMON ENTHUSIASTS!

Check this schedule for an event near you! See you on the road!

- JUNE 3-4 EASTRIDGE MALL, SAN JOSE, CA
- JUNE 10-11 METROCENTER MALL, PHOENIX, AZ
- JUNE 17-18 VALLEY VIEW CENTER, DALLAS, TX
- JUNE 24-25 CROSSBOARDS MALL, OKLAHOMA CITY, OK
- JULY 1-2 MALL OF AMERICA, MINNETONKA, MN

For more Pokémon news, be sure to check out www.pokemon.com

Collecting a **HIT** has never been easier!



**PACIFIC™ TRADING CARDS
BASEBALL CARD STARTER KIT**

Makes collecting a snap!

For only \$3.95 each, Pacific™ Trading Cards delivers everything you need to begin your baseball card collection. You get: six (6) Pacific-brand baseball cards and an attractive 16-page album to store your cards. Order now - supply is limited!

Makes trading with your friends easy!

Offer good while supplies last!

ORDER YOURS TODAY!



You'll find me _____ Pacific™ Baseball Card Starter Kit is \$3.95 ea.
Total Amount Enclosed _____ (Check or Money Order only)
(PA, state residents add 2.5% sales tax)

Send to: Pacific Trading Cards
c/o Patti Jo
18424 Hwy 95
Lynden, WA 98277-6455

Name _____
Address _____

Phone _____
City _____

Visit us on the web at
www.pacifictradingcards.com

Residence outside the continental United States add \$8.00 for shipping and handling. Please allow 2-3 weeks for delivery.

©1999 Pacific Trading Cards. All rights reserved. This offer is good while supplies last.

MLB, MLB Players, Major League Baseball, and MLB are trademarks of Major League Baseball.

Major League Baseball and Major League are trademarks of Major League Baseball.

Visit the website at www.pacifictradingcards.com for more information.

©1999 Pacific Trading Cards. All rights reserved. This offer is good while supplies last.

E3 2000

NINTENDO POWER'S THREE-PART COVERAGE

Report Two: Many game publishers wait until the doors open at E3 to announce some of their biggest upcoming titles, and this year is no different. We're going to start our second round of E3 coverage with all the news that was supposed to be embargoed until May 11th. Then, we'll take the first in-depth look at Pokémon Gold and Silver and cover some of the other surprises worthy of headlines in L.A.

Rare Dinosaurs

Leave it to Rare to try to upstage every major title at E3 (including their own magnificent *Perfect Dark* and *Bayo-Ten* titles) with a scintillating new game that raises the quality bar higher than ever before. The surprise comes in the form of *Dinosaur Planet*—an N64 tour de force that takes two heroes, Kyrat and Sabre, from their home world to the distant *Dinosaur Planet* in parallel but separate journeys. Along the way, players will experience rich, cinematic worlds, 50 or more characters, extensive facial animations, hours of speech, and intuitive, situation-based controls that are as easy to use during frantic battles as they are while exploring peacefully. One innovation in the game is the use of sidekick characters. Kyrat, a Cloudrunner Prince, and Tricky, an Earthwalker Prince, are the two dinosaur companions who join your quest to save the universe from a growing evil. Players can control their sidekicks, making them dig holes, uncover secrets, retrieve objects, defeat enemies and play games. *Dinosaur Planet* is impressive on every level. Its real-

time environment features day and night sequences and varying weather conditions. You'll meet friends, enemies and giant boss characters. All of this, plus an evocative soundtrack, has been packed into a 512-Megabit Game Pak. It's such an advanced game that you'll need the Expansion Pak to run it on the N64. So, the only remaining question is: When can you play *Dinosaur Planet* for yourself? Rare hopes to finish it by the end of the year.



© 2000 Rare. Reviewer's opinion.
Trademark of Rare.

Dinosaur Planet

E3 Revelations

Dinosaur Planet wasn't the only game kept under wraps until the opening of E3. Lots of other publishers held back word on their biggest titles. Now, for the first time in print, we can reveal the full scope of this year's bonanza of N64 and Game Boy Color games.

An N64 Snack

Continue sleuth Scooby-Doo and the gang as headed to the N64 this year in an adventure game from THQ that recreates three classic episodes of Scooby-Doo, Where Are You and introduces a never-before-seen adventure. Scooby, Shaggy, Fred, Daphne and Velma will explore more than a dozen

areas in each spooky episode, hunting for clues that will bring villains such as the Witch Doctor, The Black Knight and The Snow Ghost to justice. Fans of the TV show will recognize the voices and music from the original cartoon. Scooby-Doo will be with you this fall, and there's going to be a Game Boy Color Scooby-Doo, too. THQ also plans to announce its next wrestling title, *WWF Armageddon* for N64.

Capcom Goes Zero to 64

The rumor mill has been talking about *Resident Evil Zero* for some time, but no one had the word on *Mega Man 64* until Nintendo Power reported it last month. At E3, Capcom will have showcased both of these N64 games. The N64-exclusive *Resident Evil Zero* takes place prior to the first RE game, putting players into the dual roles of Rebecca Chambers, a member of the elite S.T.A.R.S. team, and Billy Coen, an ex-may officer. With stunning (and extremely mature) graphics and horror-filled action, the 512-Megabit Game Pak reveals hidden secrets behind the tragedy of Raccoon City. A special enhancement to the Real-Time Zap System of RE Zero allows players to switch between the two characters at any time. The haunting should begin this fall. Capcom's second N64 offering—*Mega Man 64*—is a 3D version of *Mega Man Legends* with enhancements such as analog control, smoother graphics, Rumble Pak compatibility, redesigned enemy placement and a redesigned play field for tighter game play. It will feature a unique blend of

action, adventure and role-playing and reintroduce one of the most venerable video game heroes of all time. Also due to be released this fall, *Mega Man 64* is not a game you'll want to miss.



Resident Evil Zero



Scooby-Doo



Resident Evil Zero



Scooby-Doo



Mega Man 64

LUIGI'S NEMESIS

Your first playable version of Mario Tennis was scheduled to appear at E3. Coincidentally, the same developer that would the world with Mario Golf, programmed this game with the same sense of wacky fun as the original duffers. Mario Tennis will feature a new character, Yoshi's brother, Weegee, who looks an awful lot like Luigi in Mario Tennis. The plan is to have both and Game Boy Color versions of Mario Tennis released in Japan this summer and in North America this fall.



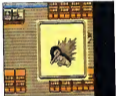
Mega Man 64

All That Is Gold....and Silver

For millions and millions of Pokémon trainers and collectors, the biggest event of the year 2000 will be the arrival of the two new versions of their favorite game this fall. It will be the kickoff for the first wave of Pokémon in North America, and this article is the first printed account of many of the new features.

Pokémon's Progress

The Second Coming of Pokémon features new Gym Leaders to challenge as you explore an expanded universe full of familiar and previously unknown Pokémon.



The Gold and Silver versions of Pokémon expand on things from the first two games. Beginning trainers will now choose from three new Pokémon.



These new Pokémon are bound to stir up more excitement among Pokémon fans than any other feature of Gold and Silver. Trainers will discover all sorts of new Pokémon forms, Pokémon with male and female genders and even two entirely new types of Pokémon—Dark and Steel. The inclusion of genders makes it possible for trainers to breed infants from parents of many kinds of Pokémon. If the trainer takes the appropriate steps, an egg will hatch and an early form of the Pokémon will be born. And familiar Pokémon in Gold and Silver may be able to evolve beyond the final evolutions found in the Red, Blue and Yellow versions. Even Pokémon behavior becomes more complex in the new game. For instance, some Pokémon may appear only at certain times of the day.

Time for Pokémon

One of the goals of the Gold and Silver development team was to make the world of Pokémon more realistic than ever before.



Pokémon from the earlier games appear in the Gold and Silver versions, and they may have new attacks.



Some of the game elements we've mentioned already help blur the line between our world and the world of Pokémon, but one of the most effective means of creating a real world in G & S is by using real time. These games use internal, 24-hour clocks to keep track of the time. In Gold and Silver, the time of day and even the day of the week may play a role, determining what you may or may not do. It all begins

when a trainer sets out on his or her adventure. Early on, a character in the game asks you to enter the time and day of the week, and from that point on, the game will keep time. How does this affect play? Well, suppose you're trying to catch a Pokémon that appears only at night. You'll have to wait until it's actually a nighttime hour before you'll be able to find that Pokémon. Here's another example: You might need to take a boat or train to reach a new area, but it leaves only a particular day of the week. If you miss that day,



Jobs, the new region that you'll explore, is filled with new characters and adventures.

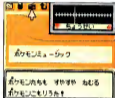


you'll have to wait up to a week in real time. Time waits for no Pokémon.

Building on Success

We've touched on just a few of the cool features of Gold and Silver, but there's so much more in these games that it could take volumes to describe all of them. Even so, we can't help mention a few more. The PokeGear that you get from your mom includes four very cool devices: a clock, a phone, a radio and a map. You'll receive calls on the cell phone from your mom and other characters, such as Professor Elm. You can even use call blocking if someone (other than your mom) is making annoying calls. The radio tunes in different stations when

you can get information or just play music. Some songs may actually attract or repel Pokémon in the wild. You'll also have a new backpack with pockets for storing different types of items, which makes it easier to locate just the right thing. There are also new types of Poké Balls. Perhaps the most important piece of information is that trainers can transfer



NAME THAT POKÉMON

By the end of E3, the names of two Pokémon from the Gold and Silver editions will have been revealed. Several of these Pokémon, such as Tyrogue and Misdreavus, had been revealed earlier. As we move closer to the release date of the Gold and Silver versions this October, Nintendo Power will announce the official names and numbers of the remaining Pokémon. You'll notice that the Pokémon numbers have been reorganized for Gold and Silver. Shown in parentheses are the numbers of the Pokémon based on the original games.

Lugia	0247	(249)
Shuckle	482	(505)
Electabuzz	0304	(239)
Ledyba	430	(365)
Feebas	476	(363)
Mudkip	410	(362)
Togel	446	(171)
Exeggcute	404	(169)
Swablu	426	(221)
Seedot	412	(289)



their prized Pokémon from the first generation of games to Gold and Silver. Red, Blue and Yellow were brilliant introductions to the Pokémon universe, but the newer, bigger worlds of the Gold and Silver versions will astound and delight players in ways that they won't expect. Red, Blue and Yellow were brilliant introductions to the Pokémon universe, but the newer, bigger worlds of the Gold and Silver versions will astound and delight players in ways that they won't expect. The clock is ticking toward October 16th.



In battles, you'll use a visual meter beneath the HP meter showing how close you are to the next stop-up.



You'll be able to travel around Johto on foot, by train, by air or even by air if you have the right flying-type Pokémon.



At the beginning of the Silver Version is a showcase of the game's color. It features Lugia gracefully flying over the ocean.

E3 Extras

You never know what you're going to find at E3, but we expect that some of the best games may not be the biggest names. The following titles are some of our dark horse picks. The first E3 surprise comes from NewKidCo, a company that has concentrated on edutainment titles. It seems that school's out for E3, because *Tom & Jerry* for the N64 is a comic booker full of interactive objects that the cat, mouse and other T and J characters use to beat the stuffing out of each other. Players can grab and throw everything from flower vases to bottles of milk that appear in the 3-D scenes. With a great musical score that sounds as if it was lifted directly from the

cartoons, *Tom and Jerry* is one game you're sure to have most about.

Full Plastic Jacket

The 3DO Company is back on the warpath. After having introduced *Air Attack* at E3, the Green army men company will also have lifted the curtain on the second *Sarge's Hero* game for the N64. *Army Men Sarge's Heroes 2* takes place in a toy store, among 15 other locales. This time around, players will make use of Sarge's entire squad as they seek to crush the Tin army threat. With improved graphics, tighter play control and more variety in the missions and multiplayer modes, *Army Men 2* looks like another major hit for 3DO.

A Major Rush

Some things never change, like everyone's constitutional right to race through cities at unbelievable speeds, fly over obstacles in winged cars, explore every alley and ramp to find improbable shortcuts and do all this in multiple settings with as many as four drivers competing at one time. The concept may be old, but the potential is pure gold and *Rush 2048* will prove its worth when it's launched by Midway this September for the N64. The high-res graphics made possible by the Expansion Pak won't hurt the sales effort, but the real rush will come from speed and variety, and this favorite racer has it all. If that's not enough, Midway also plans a fall release of the stylish *Cruel's Exotic*, featuring fantasy locations and cars.



Cruel's Exotic



Rush 2048



The Webmaster



Tom & Jerry



Army Men Sarge's Heroes 2



Army Men Sarge's Heroes 2



Army Men Sarge's Heroes 2

THE WEBMASTER

Before the internet appeared on the scene, the master of the web was a stick-figure named Spider-Man. Now, the sticky-handed crime fighter is loaded on the N64 thanks to Activision. The same developer that took the rest of the world with Tony Hawk's Pro Skater is back at it again, giving players the ability to not merely walk the web, swing, wall-crawl and spin. Spider-Man. Spider-Man is a 3-D action game that enables fighting action with music-solving strategy in famous New York City locations such as Times Square.



GAME BOY COLOR

The World in Your Hands

Although Game Boy Color doesn't get many of the spotlights at E3, the little console with the huge user base is going to showcase many of the next-gen offerings. Pokémon is just the beginning for Game Boy Color. All Nintendo and publishers around the world, GBC development is hotter than ever. More Game Boy titles will have been shown at this E3 than ever before, including a slew of new games and ports from earlier systems such as the NES. We've already talked about hot Nintendo titles such as *Perfect Dark*, *Warlord* and *Crystal*, so now it's time to introduce some Game Boy Color stars from other publishers.

License to Thrill

So many E3s and so little time to develop them all. Publishers such as Ubi Soft, THQ, Infogrames and Activision, have so many Game Boy Color titles on their lists that it boggles the mind. In addition to the Disney Interactive titles from Ubi Soft mentioned last month, the Big U plans on releasing Walt Disney's *The Jungle Book*, *Inspector Gadget*, Disney's *Aladdin*, Disney's *Davey*, *Dark*, *Animapals*, *Scopelysis* and *KSP*. When the show opens, THQ will showcase Game Boy Color titles *The Simpsons*, *Alvin*, *Boffy*, *The Vampire Slayer*, *Rageon*, *as Pava*, *WRT*, *MTV Sports Skateboarding*, *Croc 2*, *MTV Sports Snowboarding 2*, *NASCAR 2000*, *NM Law 2000* and *Power Rangers Lightspeed Rescue*. Take a deep breath, then look at the upcoming releases from Inter-

game, *Looney Tunes Collector*, *Attack* this fall, *Wacky Races* this summer, then *Test Drive Cycle*, *Test Drive Le Mans*, *Xtreme Sports* and a handheld version of the PC hit, *Alone in the Dark*. Activision's lineup includes two *X-Men* games, *Max Hoffman's BACC*, *Disney's Pinocchio*, *Beet*, *Lightyear's Space Command*, and *Spider-Man*. Kenacore is offering up *Twister's High Flyer!*



Heroes of Might & Magic



Disney's Dinosaur Dicks



Spider-Man



X-Men



ENIX IS BACK

We've missed the colorful, epic-centered publisher over the past several years, but the new Enix has a wonderful and necessary present for all RPG fans. *Dragon Warrior I & II* are coming to Game Boy Color this fall as a single Game Pak containing two games. Not only can you relive the games that introduced North Americans to Japanese-style RPGs, but you'll get new classic scenes, too. Some of the scenes have been changed to some of memory space, but the rest of them speaking into classic subject. The Dragonlord needed.



Adventures, *Darkstone Adventure* and *Territory*, which is an explosive puzzle game based on

2000, *San Francisco Rush* and *Ready 2 Rumble 2*. And to wrap things up, 3DO has *Army Men 2*, a collection of games called *Gals of Gaea*, and new RPG called *Crusader of Might & Magic*, which will follow in the footsteps of *Heroes of Might & Magic*. We also expect that 3DO will have produced a selfful game endorsed by slagger *Sony* Sen. Nintendo will have made headlines, as well, by showing *Return of the Ninja*, which has its roots in the classic *Ninja Gaiden* series from Tecmo. Nintendo was the developer of the series. ☺



The Jungle Book



GET READY FOR ANIMAPALS



Davey



Rescue of the Ninja

Three's a Charm

We ran out of space, but consider this: Just one Game Boy Color publisher is planning on releasing 40 games in the next year. If you think that's a hell of a lot, well it will be one when you hear for you next month when your Nintendo Power magazine returns from E3 with all the breaking news and the final word from the big event held in Los Angeles.

New World

GOLD AND GLORY THE ROAD TO EL DORADO

©2004 UbiSoft Entertainment
™ and ©2004 DreamWorks LLC
©2004 Light and Shadow Productions

Based on the animated feature film of the same name, *Gold and Glory: The Road to El Dorado* for Game Boy Color chronicles the adventures of Tulio and Miguel as they seek fortune and fame in the New World. DreamWorks and UbiSoft Entertainment have combined forces to produce an action Pak for novice explorers, and it shows a lot of polish.



STREETS OF GOLD

Tulio and Miguel are a pair of Spanish n'co-do-wells who, until now, have made a marginal living selling dolls. Now they're ready to take on a real, if foolhardy, challenge: Hearing tales of the legendary El Dorado, they've decided to strike out for the New World and find the city where, it is said, the very streets are paved in gold. *Gold and Glory: The Road to El Dorado* features classic side-scrolling action for one, and players can choose between Tulio and Miguel at the beginning of most stages. Both characters have the same abilities, but fans of the movie will likely appreciate the choice. Young gamers—whether they've seen the movie or not—will appreciate the game's well-designed levels, great graphics and fun game play.



Items

As you hop, skip and jump along the road to riches, you must collect three types of items to keep your quest on track.

Everywhere you go, you'll find bags of goodies, treasure coins and flasks filled with a health-restoring potion.

Bag of Goodys



You have a choice between using your sword or a throwing goodie bag to defeat enemies. Press Select to switch weapons, and press B to attack.

Treasure Coins



Each coin adds five points to your score, and you can use extra Mils for every 1,000 points. Passwords save your number of lives, but not your item count.

Flask of Life



Each flask of life will double in your life meter. There are a total of five circles on your meter, but you begin the game with only three of them filled.

PAVING THE WAY

Even great explorers need maps and directions, and we're here with a complete knowledge of the journey from your home in Spain to the glided pyramids of the legendary golden city. We've

numbered and named each stage for you, and as you progress through the game, you'll receive a password after each boss stage and after Stages 8, 12 and 19.

1. The Spanish Village

Your first priority is to gather the pieces of the map to El Dorado. You'll find one piece in each of the first six regular

stages. In this first stage, you'll have to battle pig pirates, wild bulls and vengeful snakes to claim your prize.

Head in the Clouds



Whether without silver linings, some of the clouds can actually support your weight. Jump from the roof ledge to reach bags, coins and flasks.

Bouncing Bull



The bull's look ferocious, but you can avoid bumping with one hit. If you're careful, you can also jump over them and bounce off their backs harmlessly.

Check All Doors



Be careful a door, stand in front of it and press Up. You can't enter every door, but most lead to items. The map piece is at the end of the stage.

2. The Spanish Market

If you take advantage of the many canopies, balconies, windowsills and rooftops, you can actually cross most of this

stage high above ground. There are issues on the ground level, of course, but the pickings are much richer up above.

Vicious Vendors



Some of the vendors in the market place hold a grudge against you. You can avoid fight them or bounce off their heads to reach higher ground.

Spring into Action



Jump off the parapets to fetch prizes and to avoid enemies. The balconies hold items that you can't reach from the ground floor.

Beware up There



The rooftops are swarms of scums and villainy. Bounding you're not an invincible, you'll also find snakes that will leap out of gooey bags where you approach.

3. A Bull Roaming Free

As Tuko, you must outrun a wild bull. This stage scrolls automatically, and no matter how fast you run, you'll never be

faster than a few steps ahead of it (or). When the stage begins, run to the left. One misstep will end the race.

Hay Bales



You must leap over the hay bales, while the bull can just barrel on through them. The flying debris won't hurt you, but they are a distraction.

Sandbags



You can't run under some of the sandbags, but others are too low to the ground. Press Down on the Control Pad to double-bounce back and roll over one.

Don't Fence Me In



Fences are also strewn along the path. Short hops are often better than long leaps. A big jump may slam you into the next obstacle and slow you down.

4. The Crossing

Spiders askle their debut in this seafaring stage. If they see you, they'll keep to the attack, legs flailing. Pirates, snakes and rats round out the roster of villains.

Ahoy!



You begin in the attack hold. Make your way to the deck, around the mast and back into the hold. Check all beaches for valuable items.

Crow's Nest



There's also a wealth of booty up in the rigging. You'll have to grapple and cross the mast and do some heavy climbing to reach some of the tiers.

Sailor

This early swab is best on cutting your trip short. He'll throw knives and roll barrels at you, but you'll be relatively safe if you stay over on the left side.



Save your goodie bags for burrowing because in this Dodge the knives or jump over the barrels, and then jump up and throw legs at his head.

5. The Big Waterfall

The New World holds new dangers, like boars, parrots and rock-throwing monkeys. The doors aren't really doors, but gaps in the

foliage. Some are light and some are dark, and they can be tough to peek out from the rest of the background.

Bag the Birds

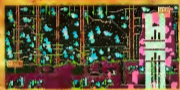


Jump so you'll throw things to track out the birds when they're still at a distance.

Leaf Crossing



The upper route is faster but less lucrative. Use vines and leaves to look above the guard treasure room to explore.



6. Subterranean Areas

Blue spiders and golden scorpions are just two of the hazards you'll face in the jungle before heading underground to find another

piece of the map. Be careful when jumping into areas you can't see—the ground is peppered with sharp spikes.

Hand over Hand



The ropes and vines are convenient modes of travel, but they don't put you out of reach of some enemies and you can't fight back while climbing.

Stoy on Target



When jumping from leaf to leaf, you must come straight down on top of your target to avoid sliding off. The leaves are a lot more slippery than you'd expect.

Into the Dark



Another piece of the map is hidden underground. Drop down the last passage and hold left to find a ledge with a health flask and other items.

7. The Swamps

In the swamps, beware of crocodiles lurking in the tall grass, ready to pounce. As always, you should look before you leap to avoid landing on or near a foe.

Diving for Dollars



You won't need scuba equipment to retrieve the treasure in the underwater passages, but you will need to watch out for pirating parishes.

Later, Gator



The alligators are too low to the ground to hit with bags. You'll have to whip out your sword and take care of them up close and personal.

8. The Cavalcade

With the map complete, you can set out for El Dorado in earnest. Your money and will spend you on your way.

Run Like the Wind



Your horse is enthusiastic but none too smart. Breaking headlong into the gulf. Press down to duck below swooping gnomes, and press A to avoid sharp rocks.

9. The Big Slide

Reconstructing the map was only the first step in your quest. The next step is blazing a trail through treacherous territory.

Hit the Slopes



It's tempting to just slide down the long slope, but you may run in to enemies or more steep oblique angles. Press A to stop a slide mid-trip to your favor.

Tap Doff



Look for high ledges that may hold items. The slide won't stop you from the air. Jump from the rocks just to the left of the slide.

Hidden Dangers



When you don't know for sure, don't go! Long rocks may contain some goodies, and the steep slopes may make it difficult to attack or avoid others.

10. The Eagle's Beak

The eagle takes you're looking for is actually very near the starting point, but take the time to stock up on items. The main path

leads down to the right, loops around the cave and brings you back to the intersection leading to the totem.

Hot Feet



Beakies clambering over pools of molten rock, you'll also have to dodge lava fountains that seep unexpectedly in your path. No, just, hot!

Going Batty



Beakies will make diving-bombing runs so you climb up the ropes. Leap over them or drop down to a lower rope to avoid them. When's batman when you need him?

Side Trip



To reach the eagle totes quickly from the starting point, go down the slope and turn left at the first intersection. Follow the path and search the high ledges.

11. Around the City

A new environment means new enemies, including jaguars and Venom Sytraps. At the start, use the vines to bypass the rain-erasing plasma below. A safety line is strung below you in the beginning, but you'll be working without a net soon enough.

Clear Path



The cave will show you where to leap between the vines. Start a little high, or you may miss the next vine and fall.

Shortcut



At the start, drop down to the safety line and follow it to a clearing beneath a tree. Drop into the pit for a shortcut.

Enter City



Your partner is waiting for you at the red dot (it looks like it's red) in the waterfall area at the bottom right.



12. The City

For once, you start on the right and make your way left, rather than vice-versa. Nearly every jungle enemy you've encountered

so far makes a return appearance here, and you can hardly go more than a few steps before you run in to something.

Evasive Action



Before jumping over this Venom Hydra, throw a bag at the frog on the far side. Then it will be safe to make the leap.

Crane Crash



The crane (they look more like jibs) hasn't got much life. Break instead of fighting, bounce off their backs to collect hard-to-reach items.

Pyramid



Drop again: your partner will be waiting for you at the top of a pyramid. The room to the left holds some long-earned treasure.

13. The Temple

The Temple is one of the toughest stages in the game, so the main reason there are few health packs to be found on its

grounds. *Basic weapons and items, sparring tools—that's all that's left for you from off-screen—just composed your problems.*

Stone the Crows



Grab the ladder quickly and throw a bag at the crows. If you're below the bar, it will work; you're with rods.

Tough Turtle



It actually takes two hits to knock out a turtle. Hit it once, wait for it to stop flashing, then hit it a second time.

Health Wise



Grab what to count you can, but you may want to bypass some of the tougher areas. What you miss means and huge you make up extra lives.

14. The Priest

An Aztec priest has rallied his forces against you, and besides the regular spear-throwing warriors, you must contend with soldiers armed with slings.

Spin Doctors



Once the soldiers in a room with the one slings, you'll be in a world of hurt. It's to defeat them before they wind up to throw.

Timing



At the top of a ladder, there's a split-second delay before you can attack or dodge. Time your climb so you don't leave yourself open.

Giant

We don't know what Mary Albert would say, but to win, you must jump on the giant's head and toss bags through the hoop. What we wouldn't do for a pair of Air Jordans!



You'll be as long as the giant doesn't land on your screen to jump around. With a bit of luck, you can bounce along with him and never touch the ground.

15. El Dorado

You've finally reached the city of gold, but there are still many obstacles to overcome. Explore the area thoroughly. What looks like a solid wall in your path may actually be in the foreground, and you'll be able to walk behind it to find items.

High Road



Climbing is a key part of the strategy. The path will lead you to a circle, but you'll find treasure.

Blue Block



Look for a blue block at the bottom of the ramp. It looks like part of the background, but it's a moving platform.

New Maze



As always, check every light or dark area for hidden doors. One at the door leads to the next part of the stage.



16. The King

No, it's not Elves but the mighty King of El Dorado, the "gilded man" for whom the city of gold is named. Like a cat or dog, your fate is in his royal hands!

Rock On



Avoiding the spikes (lowering the floor) is a key part of the strategy. Look for a rock to throw at the king. Press Down while standing on a block to see what's below.

Optical Illusions



At the top of one of the ladders, what looks like a wall can be a door. Jump to the right to find treasure. Look for doors that hide in shadows.

Cougar

When this cruel kitty lunges at you, try to jump on its back and bounce there until it retreats. You'll likely take a hit. Avoiding all damage is tough.



It can't move while it's fasting. The timing is difficult, but try to get its head just as it's recovering from the previous strike.

17. The Grottoes I

With your goal so near, you'll be tempted to barrel headlong into danger, but try to curb that instinct. Because you'll never see beat here. If you haven't practiced your high jumps, expect to lose a few lives in this first grotto.

The Slaps



You won't be able to hit the switches before they hit you. It's better trying over them rather than right.

Three Flasks



From the top of the first slaps (gold!) and drop down the side. Use down the slaps only going to the left.

Bat Outta Hill



Listen in the stage, the sleep slaps will hinder you, wait, but you may be able to bag it a bats with bags.



18. The Grottoes II

You'll need all your spiderling skills to escape from the Grottoes slave. As the zone, don't drop off the end of the

platform—unless you want to do an impression of *Soyuz chesol*. Take a running leap to the right to avoid the stalagmites below.

Swing, Baby, Yeah!



Some of the ropes are too far down to grab at, grab the other. If they're too far off, you may have to jump to safety.

Hang Back



Walk ahead slowly when you see a trap. If you move in close, but stay above it, it may hit away and not be there yet.

Good and Bad



The outside of water at the bottom of the grotto concerns a crawling soldier as well as a treasure room door. Time to back up!

19. Way to the Treasure

The toughest part of the stage may be the very beginning. You must make several tough leaps, one onto a platform with a big consisting a crate and two off the heads of enemy soldiers!

20. The Treasure

Soldiers, snakes and crabs are the final obstacles between you and untold riches. Leap over the crabs on the slopes if you can and use bags against the soldiers on the ledgings.

Soldier Removal



If a soldier arrives a block, break him off by throwing a bag at him before you jump.

Gold Platforms



As before, try to fall straight down on a block and not land at an angle.

More Platforms



Be careful not to slide off the platforms especially when they're moving.

Eye on the Prize



In the final treasure room, the crabs are hard to see among all the gold.

Cortes

Your arch-enemy, Cortes, wants to steal all the gold for his own evil ends. If that's what wealth does, maybe you don't need it after all!



Cortes has been vulnerable spots in his head and his stomach. Use some of his power to hit, but your timing and aim must still be perfect.

BIG PAYOFF

Now that you've uncovered riches beyond your wildest dreams, you may wonder what challenges are left to you. As an added bonus, there's an Ubisoft Key icon hidden in Stage 4. Once you find the key, you can unlock a secret stage by lining up your enlaced foot with a friend's and using the Ubisoft Key option on the main menu. Both players must have the key for the trick to work. 🗝️





Look for Army Men™ on



© 2000 The 330 Company. All Rights Reserved. 300 Army Men, Air Combat, Fast Combat, Private Men, and its distinctive logo and service marks of The 330 Company in the U.S. and other countries. Nintendo DS and the "N" logo are trademarks or registered trademarks of Nintendo of America, Inc. ©1998 Milton Bradley Game Color and its trademarks or registered trademarks of Mattel of America, Inc. © 1983 1997 Nintendo of America, Inc. Licensed by Nintendo. All other trademarks belong to their respective owners.

**AIR COMBAT™ -
A SOLDIER'S
CALL TO DUTY.**



**ARMY MEN
AIR COMBAT**

REAL COMBAT. PLASTIC MEN.™



3DO

www.armymen.com

The **ONLY** 4-player helicopter
action on the Nintendo® 64 system.

player's poll contest

ride like
**BRIAN
MASON!**

or at least look like him
when you...



Win a new
**motocross bike
and gear**

THE
EDGE
State

For more information
on this exciting and
rewarding The
Edge State contest, visit
www.foxsports.com or
www.foxsports.com.



THE ART OF WARLOCKED

©2000 Nintendo Game Boy Advance

FACING THE FINAL CONFLICT

Be they good or evil, all warriors follow common ways of combat. Armies are raised. Plans are formed. The lines of battle are drawn. In the end, there is only victory or defeat. Consider the case of Warlocked, the epic trial of real-time strategic combat on Game Boy Advance. The battle planners at Nintendo offer the chance to enter the ultimate battle of man versus monster—from both sides of the conflict. Good brave knights and elves against a terrifying army of dangerous beasts, or destroy the human warlords with a fearless army of creatures. Whichever side is chosen, a warlord will need more than mere strength to see him through. Magic is might in the mystical realm of Warlocked. Wizards and Dragons will play no small role in conquests. The greatest weapon in a warlord's arsenal, however, is his mind.



WAYS OF THE WARRIOR

It is relatively easy for a warrior to formulate a strategy to the safety of the war room. Making the right decisions for the best of both is a far more difficult proposition. An operational warrior will assign multiple tasks to his minions by selecting

units that select a duty when the situation calls for it. He will create a few warriors to take on the most dangerous and vital tasks, such as high ground occupation, and a few more for backup duty and to deal with contingencies that

THE FOREFRONT

An army is like the chessboard world of a great warrior's vision. Warriors look out from the ground up, and then capture and maneuver east and west. Warriors will use their skills to construct labor in the field, for food and build the infrastructure vital to the battlefield's long-term success.



A warrior should always take the time to build a base up front. While it should be built with the resources and warriors available.



Use the resources available to build a base up front. While it should be built with the resources and warriors available.



Most warriors are interested in building structures for the war of fort. The greatest and fighting gets the building done.

THE FOG OF WAR

After a warrior has built his base and other structures, it will then be time to begin his advance into territory. The battle map will be filled with a great, mysterious, opaque mist that will only be cleared by the warrior's skill. The warrior's charge should be a great success.



A warrior should always take the time to build a base up front. While it should be built with the resources and warriors available.



The fog of war is a great mystery. It will be cleared by the warrior's skill. The warrior's charge should be a great success.



The fog of war is a great mystery. It will be cleared by the warrior's skill. The warrior's charge should be a great success.

MARTIAL MAGIC

If the warrior is to advance, he will need to be a great warrior. The warrior's charge should be a great success. The warrior's charge should be a great success.



Warriors must always take the time to build a base up front. While it should be built with the resources and warriors available.



The warrior's charge should be a great success. The warrior's charge should be a great success.

FORCES OF LIGHT

Warlords for the forces of good must rely on the bravery and resourcefulness of their troops. Armed, the leader of the human and elf forces, needs to protect her castle in the frozen north from marauding monsters. The good guys

know they will find no mercy at the hands of the forces, and each soldier is ready to make the ultimate sacrifice to reach any objective. Missions range from simple resource building to thrilling escapes from enemy strongholds.

GRIM GRUNT WORK

The Grunts are the backbone of the human forces. Though defenseless on their own, these pick-wielding workers provide the lifeline of the army's fuel and gold. Under the right circumstances, they are more valuable in battle than their heavily armed comrades.



Environmental perks to make, clear cutting forests is the best way to build up fuel for the war effort. Dirty Grunts carry the heavy load.



Grunts possess their heads and picks—to get out of too many hopeless situations. Every troop can be used to warm your

COMBAT CONJURERS

When left to their own devices, Wizards may consider themselves neutral in the battle of good versus evil. Their neutrality will disappear if an enterprising warlord sends his forces to rescue the sages when they are captured by the enemy.



Don't ignore the plentiful riches of captured Wizards. The risks involved are worth causing them to garner a powerful magical ally.



The Gods may not even know where the Wizard is held. These magic elements to the protection of their temples when they are not needed.

THE FEW, THE PROUD, THE EXPENDABLE

Knights and Elves may be weaker than their own counterparts, but proper leadership will help them win battles. If a warrior battles open enough resources, he can easily replace warriors lost in battle. A leader should not shrink from sending troops to their doom.



Always place Knights on endangered attacks, but they must fight their enemies face to face. They are the most valuable fighters and the most expensive.



Elves are skilled with long bows, but their lack of armor makes them vulnerable to attack. A slow, unorthodox lead protects them.

BUILDING RESISTANCE

Just as a civilization is often judged by the kind of structures it leaves behind, a warlord can achieve greatness through the construction of the proper buildings. A balance of farms, towers and garrisons allows for the creation of a formidable army.



Grunts can be pulled away from their duties to build structures. A warlord should build enough farms and garrisons to sustain his force.



Stone towers can be built on the back field so warlocks can assault enemy structures. The towers also can defend areas while warriors are sent to attack the enemy.

ARMIES OF DARKNESS

The cause of evil is carried on the strong backs of mindless Warriors. Chief Zog commands the armies of darkness from his dark castle beyond the five mountains. His forces slay away on the fiery landscape, building up a supply of racial meat.

WARRIORS OF THE WASTELAND

Bones and the undead are the foot soldiers of Zog's army. These brutal fighters will stride obediently across the wasteland to do their warlord's bidding, but their tiny brains don't always serve them well. They often take a wrong turn and get lost when sent on a long journey.



Warriors are the evil counterparts to Arwads. They are the strongest and toughest fighters on the wasteland—and also the dumbest.



Skeleton Warriors are already dead, so they should be able to withstand any attack. Unfortunately, their frail bones can shatter too fast to combat conditions.

WICKED WIZARDS

Wizards are the most reliable of Zog's supernatural allies—it's hard to put one's trust in giant spiders—so warlords should take care to keep the necromancers healthy. They are not expendable like the common warriors—they throw into the mass of combat.



The evil zombies will flee home and rage may not scare as well as Arwad's, but they produce the same potent robes of necrosis.



Some Wizards are well suited to combat. Others are better suited for property destruction.

and rock to fuel his war machine. His Warriors will fight valiantly when called upon, but don't expect them to do exactly as they are told. It takes a strong hand to force discipline on this rabble of supernatural supplicants.

GOBLIN UP RESOURCES

Goblins are stupid creatures who lack the discipline for battle, so Zog has relegated them to field labor and rudimentary construction projects. Although they perform the same functions as the Grents, Goblins are foul creatures with no initiative. They must be watched carefully as they perform their tasks.



Goblins can be trained only with simple construction projects, such as the fighting pits and cannon turrets needed to maintain an army of beasts.



Warlords can put Goblins to work in stone quarries and mines, but they should remember that lower-level laborers often forget what they are doing.



If laborers need repairing, the old-fashioned Goblins would be the best choice. It's always smart for a warlord to keep a few of the creatures around.



CASTING A SPELL ON GBC

With Warlock, two of real-time strategy (RTS) will be able to get their start, while riding the bus or sitting on the beach. Previous RTS games—the Commodore 64's *Command & Conquer* and *Key C&C*—had been relegated to the world of PCs and game computers. That's because at Bro Studios, board wargame designer Jim Wainwright had a different idea: "I like a challenge and making a playable RTS game on a handheld machine seemed like fun (and about the biggest challenge I could think of at the time)," says Steve Clark, a programmer

who worked on the game. "From the beginning, we wanted the game to appeal to as many people as possible, not just RTS fans."

We wanted the

game to be an immersive experience, rather than something you'd just pick up and play for a few minutes," says designer Martin Whelan. "It's a testament to the game's playability that we enjoyed working on it and feeling it so much." Fio Kozak, the head of Bro Studios, explains that the game was born of the parallel desire to create a role-playing game and an RTS game for the GBC. In the end, Warlock became a kind of hybrid of the two genres. "We wanted to create an RTS game that was a little simpler in concepts but had the depth of collecting [Wizards] and using special characters," Kozak says. "We also wanted to use the [Game Link Cable] for head-to-head, but also the IR for a different kind of two-player game." Everyone involved with the project is happy with the resulting game, according to Warlock's producer, Dylan Beale: "I think most people will be amazed at what the GBC can do," says Beale. "It may even make people rethink how they approach developing games for this machine."



WINDS OF WARLOCKED

Are you ready to assume the role of warlock? Two campaigns will field impressive armies you can store for future battles. Commanding such armies can be a lonely business, but it doesn't have to be if you're playing Warlock. Two warlocks can lead hordes via Game Link Cable, pitting their carefully built armies against each other. If you manage to build an impressive force—and if you're feeling charitable—you can transmit your army to a friend through the infrared port. Prepare yourself for battle: Warlocked will break out in July exclusively on Game Boy Color. **E**



GO FOR THE GOLD ON GAME BOY COLOR.



COMING SOON THE ROAD TO EL DORADO



Run, jump, use a sword, a staff, or a bow... save the Prince!



Fight Spanish soldiers, Native American giant petroglyphs, wild bears, and more... to the Acutely Circle of Fate!



2 Playable characters - 4 Worlds, 100 or more in your quest for the gold!

Go for the gold at 20 huge levels... escape from Spanish soldiers, explore swamps & rainforests, speed through maze shafts, and defeat deadly Native traps. Many will travel the Road to El Dorado, but how will reach the legendary lost city of gold.



GAME BOY COLOR



ARENA *are you game?*

1 IN CHALLENGES



Perfect Dark Perfect Negotiations

Daniel Carragor's being held hostage, so every second counts. Shoot for a record time in Perfect Dark's Carragor Vile Hostage One level on Perfect Agent difficulty. If you can swiftly strip your way to success as one of our 25 fastest agents, you'll be perfectly qualified for Power Stamps.



Excitebike 64 Psycho Cycling

Enter Excitebike 64's Start Course to pull off some cycling stunts that would put Don Krowel to shame. Beat out as many damedevil tracks as you can, then select View Records from the Options Menu to photograph your high score. The top 25 tricksters will win Power Stamps.



Bomberman 64 The Second Attack The Sport of Kings & Knights

Find out how chivalrous you can be by playing King & Knights in Battle Mode. After working your way up to Challenge Level 5, bomb your way through the five-win competition to earn the Red Trophy. Snap a pic of your prize, then send it in to be knighted in Arena.

1

2

3

In *NW7 Wheelchair* 2008 for the NNA, can you make it to Westfieldmass without using any grapes?

In *Hydra Thruway*, can you knock a police or civilian boat into a channel?

TWISTED CHALLENGES

Challenge Scoreboard

STAR WARS ROGUE SQUADRON

Darius Zaborski, Chesham, NY

THE LEGEND OF ZELDA: OCAPIRA OF TIME

Seif Hala, Gamberland, RI
Justin Harbo, Athens, GA
John Reppert-Dyer, Newark, NJ
Alex Rogovin, Woodbridge, VA
Tyron Houston, Sandyvale, MD
Lory He Mohle, AL
Chris Hillman, St John, KS
Eric Nyff, La Canada, CA
Gregory Ignea, Fort Washington, NY
Steven Jacobs, Fort Myers, FL
Spunky Jacobson, Sarnsett, PA
Garby Johnson, Johnstown, PA
Russell Kimes, Abbeville, NY
Andrew Koptinski, Philadelphia, PA

SUPER SMASH BROS

Christopher Felizzo, Orange, CA
Riche Russell, Fort Grabel, MI
Brandon Dewley, Massachusetts, MA
Alexs Ben
Jose Bonilla, San Juan, PR
Vincent Barakat, Fortsett, MI
Sean Barabara, Hampton, VA
Styvil Boyd, St Charles, MO
Brian Froschell, Carlsbad Springs, CO
Jordan Bramble, Westportville, SD
Alex Brisson, Calmar, OH
Dirly Bryson, Fort Gorth, CA
Jonathan Garza, Delzville, MD
James Bachman, Racine, WI
Adam Garlock, Kalzova, PA
Frederic Gaspic, Philadelphia, PA
Justin Corbin, Loveland, CO
Sean Chandler, Wilmington, DE
Lulu Chapin, Arden, NC

NAPOD PARTY

Rob Perrell, Rockaway, NJ 75

STAR WARS EPISODE II RACER

Kyle Raynes, Grants Bay, CA 122,885

BEETLE ADVENTURE RACING

James Brown, Sneed Prairie, TX
Alan Day, Woodley, CA
Anthony Dine, Atlanta, GA
David Golds, Odessa, TX
Michael Henricks, Midland, TX
David Jankov, Lamon Grove, CA
Michael Krul, Carmel Valley, CA
Blake McDaniell, Plymouth, SD
Denny Robertson, San City, CA



FATHER'S DAY QUIZ

In our May issue, we ran a Mother's Day Quiz, so it's only fair that we run a Father's Day Quiz this month to commemorate the dads whose special day is coming up on June 16th. In this pop quiz (pun intended), identify the fathers of each N64 character pictured here.



TRY THIS!

CALLING ALL POKÉMON

If Pokémon carried little black books, they might contain the numbers listed below. The number combinations correspond to the letters on a phone's buttons, and the digits spell out Pokémon names. For example, if you narrow down the correct letters for the number 33833, it will spell out Eevee. Refer to the phone pad to decode the numbers into Pokémon names. (Just don't dial these up on an actual phone—Pokémon don't really have phone numbers, and if they did, they probably wouldn't be worth for conversation, anyway.)

A 2272

B 7335

C 9649

D 527727

E 45999

F 5969

G 685

H 639



WHO AM I?

The character who stars in the N64 game shown in the accompanying screen shot has a very famous (and notorious) father who also stars in his very own N64 game. For this month's Father's Day edition of Who Am I?, see if you can identify the mystery dad as well as his son's mystery game pictured to the right.



Do you have what it takes? Though you acknowledge the very obvious "Who Am I?" Challenges, there are a few tougher or challenge shots to attempt. Drop a line to: WhoAmI@ew.com, PO Box 91125, Redwood, WA, 98073-1125. E-mail, digital phone and challenge shots to: WhoAmI@ew.com. Please include the following info on the back of your phone or on your e-mail notes: Address, e-mail address, number (if you have one), ZIP code, number and challenge number. The deadline for this month's challenge is July 16, 2000. If you're your imagination or you're one of our top qualifiers, you'll receive a special bonus gift, several memberships to our Super Power Supplies Catalog for subscribers. Visit us at www.ew.com/whoami to see a complete list of guidelines.

ANSWERS TO VOLUME 102

Mother's Day Date

1 Pokémon Stadium

2 SNK vs Neo Geo

3 Mortal Kombat 4

4 Donkey Kong

5 Star Wars Episode I

6 Star Wars Episode I

7 Mario 64

8 Pokémon Stadium

9 Super Mario 64

10 Super Mario 64

80 Bits

1 Butterick

2 Brock

3 Eevee

4 Gengar

5 Hypno

6 Jynx

7 Mewtwo

8 Nidoqueen

9 Nidoking

10 Nidoqueen

11 Nidoking

12 Nidoqueen

13 Nidoking

14 Nidoqueen



BOY

a-Go-Go

HOME SCHOOLIN'

It may be summer, but we're here to school you in the finer points of possible gaming. This month's lesson plan includes crash courses in skateboarding, rally racing, puzzle solving, power hoisting and more. There's even a special instruction program with a top-secret government agency battling an alien invasion (Roy-Boys, laser guns and other course materials available for an extra fee.) With classes like this, who needs recess?



TECH DECKS

Get set to thrash, crush and milk trash with Tony Hawk's Pro Skater. Following in the emulated tracks of the NG4 version of the game is no easy stunt, but this Game Boy Color-only 2pk grabs big air and big fun with three halfpipes, five race courses and four game modes, including a must-try, two-player Link Mode. The play control is spot-on, and color only adds to the surprisingly detailed graphics. Be warned that both speed and smooth stunt work are prerequisites here—no painers need apply.



TALK'N' THRASH

You can choose from ten real-life pros, including the Hawk himself. Each skater is rated for Speed, Acceleration, Braking and Jump skills. Access the Tournament Mode if you want to see a skater's full stats.

Bob Burnquist



Brazilian-born Bob has more style than all of 'N' Skypat together. His Speed and Jump ratings (four) are a five-point scale (make him a top pick).

Geoff Rowley



A four in Braking and a five in Acceleration mean that this lad from Lewesport can turn and burn with the best of them in any situation.

Burky Casek



Burky's only real weakness is a rating of one in Braking—hardly a cause for concern. Instead of this event, extra fast breaks are more crucial to winning.

Chad Muska



Chad's good Braking and Acceleration will come in handy on the later, more crowded road courses, where his lack of Speed won't be missed so much.

Kareem Campbell



Kareem and Chad have very similar stats, and you likely won't see much of a difference between their in-game play. Maybe they're adopted twins?

Andrew Reynolds



With comparatively poor Jump skills, Andrew is better off focusing on getting high-end grab systems for bonus points rather than pulling stunts.

Rune Glifberg



With five in Speed and Jumping—a great choice for the Hawk in these categories—Rune is one of the better contenders for the six-lettering crown.

Jamie Thomas



Jamie's balanced stats sheet makes him a great choice for the beginner skater. If you're perfect world, maybe he'll cast you in one of his videos!

Elissa Steamer



Elissa proves gender is no barrier to success in this sport, and her strong all-around stats will ensure more than a few first-place finishes.

Tournament Mode

Take to the streets in the Tournament Mode, racing against three other thrashers on five road courses. You're ranked according to where you place in each race, your trick points and bonus points for videotapes collected.



Items and Bonuses

Collect an "S" sign to receive the Speed Boost. To do just a bonus, press Up twice during a race. You can also collect three bonus points for every video tape you pick up during a race.



Tricks Are Your Trade

You can also get from tricks 10-item bonus points. Even if you come in last, you can still win a nice by pulling lots of big stunts. You should remember to perform stunts while grinding an railing and other objects.

Halfpipe Mode

In Halfpipe Mode, you must perform as many tricks and trick combos as possible within the time limit. There are three halfpipes—located in Portland, Chicago and Minneapolis, and Minneapolis gives you the biggest air.



Can't Jump

Speed and Acceleration, rather than Jump ability, are the keys to grabbing big air off the halfpipe. You must remember to press Left and Right as you roll back and forth to build momentum, spread wind-tight.



Variety Is the Spice

Each time you perform a trick, you receive fewer points for it. Vary your tricks and try them in different combinations and orders. This will boost your score and keep your routine from going stale.

Game Boy

is Go!



Tony Hawk

The home grown So Cal boy is The Man when it comes to skating. Tony is the only person ever to land a 900° successfully by that stunt in the Minneapolis pipe.



In Control

The course gets bonus progressively tougher and more complex. Proceed as you turn to avoid as many obstacles and press A to jump over obstacles. You might consider avoiding obstacles several times before completing a course.

One-on-One Challenge

In One-on-One Mode, versus the computer and Link, Mads versus another player, you compete against a single opponent on the road course you choose. In any in Link Mode, you'll receive access to the Starter Pack, a second Game Boy Color and a Demo Link Cable.



Super-size It!

Performing two or three tricks you just will multiply your bonus by two or three times. Wiping out will subtract points from your total, so make sure you have enough air for what you're planning. Try to fit in more two tricks on your way up.



TOON TIME

Thanks to reruns on cable, a whole new generation of fans is chortling to Dick Dastardly's cries of, "Gaaaaa! Foiled again!" Thanks to Infogrames and Hanna-Barbera, you can join in the Wacky Races via this slick Pick for Game Boy Color. All the zaniness of the cartoons is faithfully recreated, and the game play is very much in the comedic Mario Kart vein. The only things missing in this game are Mxyzteik's giggles of evil glee!



Modes of Play

Racing purists might dismiss Wacky Races at first glance because of the cartoon characters, but it's really an impressive package with nice well-designed tracks, four game modes and good play control to boot.



Arcade

Arcade Mode is divided into three Cups, with three races per segment. Win the Fun Cup and Super Cup to open the Crazy Cup. In each, you must cross the checkpoints before the timer runs out, or you'll be disqualified.



Endurance

The goal in this single-race challenge is to knock as many of your opponents off the track as you can. The vehicle in last place is disqualified. Grab bonus items on the track to use against your fellow racers.

DON'T BE FOILED

While you can complete the game with most any car, some of the courses are more challenging than you may think and you may need to switch vehicles and strategies occasionally to avoid being foiled again and again.



Scout Ahead

Use the Time Trial Mode to scout each track, and take note of the layout and obstacles. Each vehicle has its own capabilities that may come in handy in different situations, so take the time to review them and choose wisely before each race.



Championship

Championship combines all nine tracks into one series. Unlike Arcade Mode, it doesn't make you place the top three to move on. You earn points according to where you place, and your scores are totaled after each race.



Time Trial

Time Trial Mode allows you to practice on any of the tracks. It's a straight-forward test of speed, so it's no wonder so many tricks allowed Rippers can try the modifications they hold to the Championship challenge.

Unlock NEW Characters

Complete the Arcade Mode Crazy Cup to unlock new characters and vehicles. They include the devilish sub-Dick Dastardly and Muttley in their Motor Machine, Sergeant Blast and Private Wacky's other Army Surplus Special, Peter Perfect in his Turbo Gemtic, and Red Mike in his Grassmuncher!



Bonus Items

When you pick up a light green oval, you'll be awarded a bonus time or an extra pit restart. Some are single bonuses while others are trifles, and they include turbo boosts, all-terrain tires, rockets, temporary invincibility and more.



No Tailgating

Despite what you may see on the inter-race, tailgating is not a good idea in this game. Though it's unfair, your opponents are able to block and bump behind the lines, something you, unfortunately, are not allowed to do.

Winnie the Pooh
ADVENTURES
in the 100-acre wood

Easy as Pie

In Pooh's storybook world, all assignments are fun and all lessons learned are gentle ones. The same holds true for Disney's Winnie the Pooh Adventures in the 100-Acre Wood. It's nearly impossible not to progress in this game—if you fail the tasks set before you, the game will move you along anyway, and if you succeed, you'll unlock special bonuses.



©2008 Disney

100-Acre Wood

This is a very simple adventure game with a few arcade-style and board-game-style challenges thrown in. We've called out just a few challenges on the map below as examples; young players will have much more to do in the actual game.

2 Quest Presents

Many of the dead animals in the forest paths lead to your friends. Pigsy & A to talk to them. They'll give you cards to use in the Storybook Challenges or on the Cannon Farm. Visit periodically for more cards.



3 On the Farm

Use Seeding Cards to the farm incident there in the six holes. Use Water Cards to water the growing plants. The carrots will ripen over time, so come back often. When Rabbit says the carrots are ready, pick them to receive Action Cards you can use in the Storybook Challenges.



4 Storybook Games

The Storybook Challenges are board games of the mill for dice and three variety. A **COIN** shows the number of moves you have left. You must land on your targets with an exact dice roll, and backtracking does not take moves. Normal spaces use one move, and puddles use two. Landing on certain objects will delay your character's progress, such as honey for Pooh and carrots for Rabbit.



5 Missions

Beside the Storybook games, there are also several arcade-style missions to try. For example, one of the missions you'll play has you collecting falling acorns for Piglet. You must collect a certain number of them within the time limit to win.



1 Pooh's House

Players will start off in the cozy view of Pooh's House. The object there is to complete simple adventures and missions as you explore the 100-Acre Wood. Once you complete a goal or fail an adventure, you'll be able to come back to your house and read a storybook recap of your performance. If you complete a mission successfully, you'll be able to return to the house and replay it any time.



6 The Apple Pies

You must also complete board games to open new paths through the 100-Acre Wood. After the Storybook Challenge, you can use cards to help you along. If you fail a Storybook Challenge and would like another shot at it, you can go to Christopher Robin's House and reset all the challenges in the game.



Xtreme Sports



Sporting Life

Now this is truly a unique title: a sports role-playing game! Fin and Guppi are two teens who live for thrills. When the Xtreme Cops Conspiracy announces an extreme sports competition to help advertise their fizzy drink, Fin and Guppi are the first in line. Events include in-line skating, skateboarding (race and halfpipe), surfing and skydiving.



A Good Sport

You can choose to play as either Fin or Guppi. As the game begins, you must first qualify for the competition by defeating five trainers in their respective sports. If you lose, they'll give you helpful tips and advice.



Competitors

Opponents are found all over the contest site. When you defeat an opponent, he or she will set down a goal you'll need to reach in order to open up new areas of the game.



Goals

Each opponent will set a goal you'll need to reach in order to win the match. You can see the goal record in that sport—including time, total points and number of special items collected—to win the match.



Ktra Tough

While this is an RPG, the classic-style competitors require a bit of hand work. Scout the various venues for obstacles and items, review the game controls and practice, practice, practice!



Back in Black

Agents J and K are back for another round of alien-busting action in Men in Black 2: The Series, courtesy of the cool cats at Core Entertainment. Improved graphics and game play are the hallmarks of this action Pak, aided and abetted by three difficulty levels and a password option. The future's so bright for this Game Boy Color-only title, you'd better wear shades!



Cool Cats

MEBz features plenty of side-scrolling action in eight regular stages and five boss stages. There are plenty of power-ups to be had, but special weapons and items last for only a few seconds at a time.



Save the World

In the stages, you'll see a repeated phrase: MIB headquarters, the Statue of Liberty and other iconic locales. Even rarer enemies may take several shots to destroy, and some cannot be harmed at all.



Look Around

Leaping headlong into danger may be a new, but it's also foolhardy. Stand in one place and press Up or Down to look around. You can also fire your weapon straight up by holding Up and pressing A.



Rad Shades

Besides collecting weapons, health and other items, you must collect the four pairs of MIB glasses in each stage. When you're close to a pair, yellow arrows will point you in the right direction.



HOCUS-POCUS

Puzzle games are arguably among the toughest to develop. They must be easy to understand but not boring, fast but not too frantic, repetitive but not tedious. *Magical Drop* is not the most original puzzle to come down the pike (think *Bust-a-Move* with a little twist), but it can be engaging for casual, intermediate-level players.



Magically DELISH

The object here is to use a mechanical arm to pluck balloons off the playfield and place them with other balloons of the same color. If you place three or more like-colored balloons in a vertical line, they'll disappear.



Options

You can play solo or against another player via the Barcode Link Cable (naturally, screen space doesn't allow for games versus the computer). You connect your scores with the Game Boy Printer.



Chain Reactions

As with many other puzzle games, you can set up the playfield so that one match will set off a chain reaction of other matches. The more links in the chain, the bigger your bonus.



Specials

As soon as you grab a Special Balloon, it will disappear. It can create all balloons of the same color on the playfield to pop or cause balloons on one side or another to pop.



Big Game

There's been a stampede of hunting games for the PC for the last two years, and one of them has finally trooped over to the handheld scene. The most impressive feature in *Rocky Mountain Trophy Hunter* is its high-quality sound effects—you'll be amazed at the eerily realistic animal calls that issue from the Game Boy Color's tiny speaker.



Trophy Tactics

You can hunt the high country in Colorado, Montana and New Mexico for deer, elk, bear and bighorn sheep. What is seemingly smaller game animal population, New Mexico demands patience and is the most challenging of the three locales.



Heaven Scent

You can choose from a high-powered rifle, a single-shot muzzle loader and a hunting bow. You can also use one little scent to cover your own scent, as well as track others, before you head out.



Tracking

As you explore the map, check the small sub-screen for tracks and other signs that gamely may be near. Press **Up** to use animal calls. To use a spotting scope, hold **A** and press **Left** or **Right**.



Take the Shot

Once you spot an animal, you'll have just a few seconds to fire. It's orders of time for most parts of the animal and don't forget to reload. A successful shot will bag you points and a trophy.

SLIP 'N' SLIDE

Virtual's VR Sports Powerboat Racing breaks the serene silence of the outdoors with the high-horsepower action of powerboat racing. Leave opponents in your wake as you push the throttle to full speed and splash around a series of river-like courses.



SPLASHY MOVES

Racing on water is pretty different from your standard road race. You'll need to watch your momentum as you approach corners or you'll run aground. Let off the gas at the end of the straightaways then drift into turns.



Best Boats

Your first move is to pick a suitable watercraft for your bot to rule the waves. Different boats have all kinds of options that make them faster or more controllable.



Team Player

Even if you just like the thrill of racing, your team is counting on you to bring home some trophies. Affiliate yourself with one of the four teams before you hit the water.



Water Works

The best way to win is to learn the courses then adapt to the turns before you get to it. If you try to rely on your racing skills, you'll end up on dry land.



RING TOSSING

What could be more relaxing than a trip down a river on an inner tube? Just about anything. If Midway's Toobin is any indication, you'll need to hand-paddle furiously around various watery dangers just to make forward progress. Don't let small things get you down, though. A couple of victories are all you need to get pumped up for more intense, inflatable action.



Wild White Water

You should try to have fun while you float down the waterway, but any alert far-observing downriver that will bring your ride to an abrupt stop. Don't pick up too much speed or you won't have time to react to the dangers in your path.



Narrow Goals

The object of Toobin is to navigate clearly between the poles of games you encounter on the river. It's easy to get hung up if you don't sit at exactly between the poles.



Splash & Score

You get extra points for avoiding around obstacles, but the high scores come from steering through the ring called as specific. Backtrack to them, if necessary.



Troubled Waters

You can throw rocks at snakes and living obstacles, but your only option with logs and rocks is to steer clear. Use them to speed up or slow down to bypass logs.

THE MEN ARE
BACK!

things to do today...

- press suit
- strap on shades
- kick alien BUTT!



The source of the universe continue to slip through the cracks in the system and arrive on Earth. As a Men in Black agent, it's your job to stop them.

...AND CHECK OUT THESE OTHER HOT TITLES!



© 2002 Crave Entertainment, Inc. All rights reserved. MEN IN BLACK and MEN IN BLACK: THE SERIES are trademarks of Twentieth Century Fox Film Corporation. CRAVE and CRAVE: THE SERIES are trademarks of Crave Entertainment, Inc. All other trademarks and copyrights are the property of their respective holders. MEN IN BLACK, Agents K and J, Game Boy Color and Game Boy are trademarks of Nintendo. Nintendo, the Nintendo Game Boy logo and Game Boy are trademarks of Nintendo. All other trademarks, logos and product names are the property of their respective owners. All rights reserved.





NINTENDO 64

LOONEY TUNES: DUCK DODGERS STARRING DAFFY DUCK

Only the succotash—not the game—is sufferin'.

GRAPHICS: Infogrames' adventure is a dead ringer for a Warner Bros. cartoon. Based on the 1953 *Daffy Duck* parody *Duck Dodgers in the 24½th Century*, the midstep video game bursts with cartoon landscapes populated by Looney Tunes fans like Marvin the Muttbird. And kiltie touches—like *Duck* whipping out an "Eek!" sign when he falls off a cliff—keep things feeling like Saturday morning.

PLAY CONTROL: The zany romp requires plenty of jumping, and tight controls make it easy to get those welded feet where you need them.

GAME DESIGN: Piled high with variety

and minigames galore (including a two-player Pong-style game), *Infogrames'* genuinely funny platformer sprinkles in dashes of free-person adventuring, rocket flying and basketball playing.

SATISFACTION: Though it's aimed at intermediate gamers, *Duck Dodgers* unloads as much unpredictable variety as it does jokes, so Looney Tunes fans and lighthearted gamers alike will have an ACME blast.

SOUND: Everything sounds authentically Looney, from the plucked violin strings that sound off when you sipce to the zingers voiced by Mel Blanc's successors, Joe Alaskey and Bob Bergen.

COMMENTS: Draw—like the cartoon, the game will appeal to both kids and adults.



OVERALL
RATING
7.9

GRAPHICS
8.4

PLAY
CONTROL
7.6

GAME
DESIGN
7.7

SAS
7.7

SOUND
8.0

SEE THIS IN
OUR
STAFF
SCORES

3.4 — Jason
3.2 — Andy
3.2 — Scott
3.4 — Drew
3.8 — Kyle



HOW IT RATES

Most recently gets hurt in the Looney Tunes world since they ain't nothin' back after being squashed flat in a recreation of having their heads blast off to the #2 on side of their face. It's all just exaggerated B-rated fun.



INDY RACING 2000

Expect more than just left turns ahead.

GRAPHICS: IlluK rolls out sleek graphics and detailed reproductions of the Indy Racing League's tracks and top cars. The sense of speed comes by without a hitch, though you might want to slow down to take in the scenic view of the Gold Cup courses, like the waterfalls and futuristic tunnels.

PLAY CONTROL: As cars breeze by, the innovative Death Meter will allow you to locate the current so you can ride your rivals' windy controls. Other than that, a bit of sim realism, the game goes for arcade mechanics, like tight steering.

GAME DESIGN: Serving up more than just the oval tracks and left turns you'll expect

from an Indy game, the developers at Paradigm wisely broadened the game's appeal with Gold Cup Mode's engaging courses for Midjet, Sprint and Formula cars. And, in a flight of arcade fancy, IR2000 will allow you—if you've earned enough experience points—to take an Indy car for a spin on one of those snaking tracks to see why slinky, non-oval courses aren't big with the IRL.

SATISFACTION: Indy fans won't be disappointed, and Midjet, Sprint, Formula and arcade racing fans will be kept entertained for miles, too.

SOUND: The music is also turbo charged.

COMMENTS:

Scott:—The sound is like a heckin', and the graphics aren't up to the standard set by *F1 World Grand Prix*.



OVERALL
7.3
RATING

GRAPHICS
7.4

PLAY
CONTROL
7.4

GAME
DESIGN
7.2

SAT.
7.2

SOUND
7.4

INTERFACED
POWER
STAFF
SCORES

7.3 — Jason

7.5 — Scott

7.7 — Chris

7.8 — Sergio

8 — Kyle



HOW IT RATES

You can never flip over an oval track out as exciting as the oval tracks of the Indy Racing League. Since it's never about drifting, the ESRB has to award *Indy Racing 2000* a good day at the races for all ages.



ARMY MEN: AIR COMBAT

Trip the flight fun plastic with the little green men.

GRAPHICS: The whimsical settings will make you a frequent flyer, but the graphics turn to mush when they're crammed into a four-player split screen. The high up camera also takes getting used to, since it doesn't let you adjust its altitude so you can check out the fun backdrops.

PLAY CONTROL: You're always hovering in this game, and all four of the choppers you can pilot fly like cats. But the real make-or-break factor is the all-important wind, and *Air Combat*'s never has a problem hooking its cargo.

GAME DESIGN: What helps this game earn

its stripes is that it allows you to interact with your environment and use it to your advantage. For example, if you relocate a doughnut or flower to an enemy base, you can lure arms or bees into attacking the opposing camp.

SATISFACTION: *Air Combat* ranks high among chopper games, and if you dig *Army Men*'s toys-as-the-real-world schtick, you'll want to serve in this war game.

SOUND: The realistic rat-a-tat-tats and whipping sounds of chopper blades underscored by triumphal anthems should keep any trooper's morale high.

COMMENTS: **Ryle:**—It's very claustrophobic. What I'd give to be able to look out toward the horizon... **Scott:**—Much more frantic and fun than the old *Strike* series of chopper games.



OVERALL
7.1
RATING

GRAPHICS
7.2

PLAY
CONTROL
7.3

GAME
DESIGN
6.8

SAT.
7.2

SOUND
6.8

INTERFACED
POWER
STAFF
SCORES

7.4 — Scott

7.5 — Jason

7.1 — Drew

7.8 — Sergio

8 — Kyle



HOW IT RATES

While never a pretty sight, and even though this track fought by the soldiers, they seem to enjoy when they're hit. Because of this cruelty to plastic, the ESRB has bumped *Air Combat*'s rating to Teen.



CARMAGEDDON 64

The end is here.

GRAPHICS: Graphically underwhelming, *Carmageddon's* scenery is bloody and accurate physics take a backseat to curious, gravity-defying behavior.

PLAY CONTROL: Based on the hit PC games, *Carmageddon* requires you to race while muzzing over zombies. Easier said than done—off-kilter handling and CPU cars that get jammed in your way make splattering the undead an eternal struggle.

GAME DESIGN: An objective-based race with hit-and-run tactics, *Carmageddon's* tongue-in-cheek concept holds promise, but it's bogged down by doing our too much to do on tracks that are already

unclear and confusing.

SATISFACTION: Craving to see how many zombies you can turn into hood ornaments and finding goofy power-ups that do things like fill the zombies up with helium can be fun, but the severe lack of polish gets in the way.

SOUND: The big-beat techno stylings of the sound track are a plus, but it sounds like you're driving a blender.

COMMENTS: *Chris*—The camera aren't straightforward, the action is too sparse and it feels like you're driving a forklift at 80 miles an hour. *Jason*—It's like a really bad Resident Evil on wheels. Action that only a zombie could love.

Scott—The play can't please the depths of magnitude. *Andy*—Plenty of great ideas, but poor execution.



OVERALL
RATING
5.7

GRAPHICS
6.0

PLAY
CONTROL
6.0

GAME
DESIGN
6.2

SAT.
5.4

SOUND
5.6

EDITOR'S
CHOICE
STAFF
SCORES

4.4 — Jennifer

4.1 — Chris

4.2 — Andy

4.6 — Jason

5.9 — Scott



MEET
M

HOW IT RATES
It looks as bad as it sounds—Carmageddon's aim to run over zombies isn't a sight meant for young eyes, and the ESRB recommends that the game be played by only M-rated audiences.

WARIO LAND 3

He's bigger and badder and can transform into a ball of yarn.

GRAPHICS: Crisp and drenched in vibrant colors, *Wario Land 3* is the best looking of the bad boy's platformers.

PLAY CONTROL: Wario picks up ability after ability in his third sprawling adventure. Teamed with the fine-tuned controls, the whole shebang works better than his purple overalls and yellow shirt ensemble.

GAME DESIGN: The game smashes of the great *Wario Land 2* (the moves are the same) but with improved graphics and a jarringly exploration setup that has you going back and forth between levels to unlock things you could have used earlier.

The niggaging misery could've been a mess, but one visit to the helpful hidden figure in the Temple will get you back on track.

SATISFACTION: Having to revisit areas after areas may become frustrating to some

gamers, but it keeps things playfully perplexing. Equally inspired is the golf mini-game that you must clear whenever you need to win a treasure. It's touches like those that make *Wario Land 3* intriguing and innovative.

SOUND: The beeps, bloops, borks and bouncy score have that classic Mario feel.

COMMENTS: *Andy*—You gotta play it. *Kyle*—It has a pleasing retro feel and holds up a new standard of quality and depth for GBC. *Chris*—The progressive play control is a neat way to extend game play, and the levels are magnificent. *Jennifer*—Mario who?



OVERALL
RATING
8.2

GRAPHICS
8.7

PLAY
CONTROL
8.6

GAME
DESIGN
8.0

SAT.
8.2

SOUND
7.6

EDITOR'S
CHOICE
STAFF
SCORES

7.1 — Chris

8.9 — Kyle

8.3 — Andy

8.6 — Jason

7.1 — Scott

MEET
E

HOW IT RATES
Filled with pure pop-and-lop action engine, the only offensive thing in *Wario Land 3* is the star's sour personality. That shouldn't keep any bright kids' minds on the relative fun value on E from the ESRB.

GOLD AND GLORY: THE ROAD TO EL DORADO

The DreamWorks cartoon glitters on Game Boy Color.

GRAPHICS: Gold and Glory is based on DreamWorks' animated movie *The Road to El Dorado*, and the game's vibrant, varied backdrops and fluid movement reflect the gorgeous look of the film.

PLAY CONTROL: Eli Sefi's lively action game features the movie's two heroes—Miguel and Tulo—as playable characters, but they might as well be the same person since both swashbucklers have the exact same abilities. At least what they both do—jumping, fencing, throwing, sliding and crawling—works like a charm.

GAME DESIGN: The many hidden passages that lead to secret treasure rooms are easy to miss, making *El Dorado* a good word-crawling more than once. Plus, levels like the marketplace bull keep the game play varied.

SATISFACTION: Maybe all

that glitters isn't gold. GBC looks and plays with as much fun, but it doesn't make the most out of a great license. If you take away the *El Dorado* backstory, you're left with a basic and generic platformer.

SOUND: The game doesn't feature music from the movie, but the original tunes sound on their own, doing a punchy and catchy job of conveying the local flavor.

COMMENTS: *DreamWorks' animated, item-collection platformer. Score: 5.5, it's mindless platformer action, but the mechanical details are well done and the play control is solid enough that I didn't notice.*



GAME BOY COLOR



OVERALL
RATING
7.3

GRAPHICS

7.7

PLAY CONTROL

7.3

GAME DESIGN

7.2

SAIL

7.3

SOUND

7.2



HOW IT RATES

The ESRB notes that Gold and Glory features

"mild simulated violence," but a drop of blood is not used. Swords may connect with enemies, but the defeated foes disappear in a flash, leaving certain fashions.

AWAY FROM HOME!
POWER STAFF SCORES

7.0 → Chris

7.7 → Jesse

7.1 → Scott

7.4 → Drew

7.0 → Seep

TONY HAWK'S PRO SKATER

A tiny Tony busts out big tricks.

GRAPHICS: Like its big brother, Tony Hawk for GBC goes to the trouble to feature the most popular skaters of the day. You had no effort was made in creating their appearances—all ten riders look identical (even Eliot Stassen looks like a shaven-headed man).

PLAY CONTROL: Of course, the parrot version of Tony Hawk doesn't sport as many tricks and stunts as the N64 version, but the GBC game comes along nicely with its well-oiled combo system. The street runs, on the other hand, can crush to a screeching halt since it can be challenging to weave around obstacles.

GAME DESIGN: Collectible tapes and letters litter the street as in the N64 game, but the GBC version also sports a Halfpipe Mode and races against the CPU (for one or two players).

SATISFACTION: Stocked with lots of places to catch air, grind rails and beat out tricks, Tony Hawk's Pro Skater should satisfy the most-crazy skate rat in anyone.

SOUND: The music thumps as much as possible, but at times it sounds like someone found the disco presets on the Casio.

COMMENTS: *Kyle—A cute compromise for those who can't live without the N64 version. Chris—After some experimenting, I was throwing together some big combos.*

Scott—The halfpipe is definitely more fun than the overhead races.



GAME BOY COLOR



OVERALL
RATING
7.2

GRAPHICS

7.4

PLAY CONTROL

7.4

GAME DESIGN

7.0

SAIL

7.4

SOUND

6.8



HOW IT RATES

Other than skating in the middle of the street, Anthony Tony Hawk's Pro Skater should be found questionable, so if you're looking for a game about the way with the all-age approval rating of E.

AWAY FROM HOME!
POWER STAFF SCORES

7.7 → Seep

7.3 → Chris

7.5 → Kyle

7.1 → Scott

6.5 → Drew

WACKY RACES

Orat and double drat! Dick Gastardly rides again!

GRAPHICS: For those who don't remember it from the late '80s or have missed its return (most recently on the Cartoon Network), Wacky Races was *The Cartoon Network*, Wacky Races was *The Cartoon Network*, Wacky Races was *The Cartoon Network*. (If anyone remembers that) of the Hanna-Barbera universe, Infogrames' colorful version of the all-star race showcases eight of the eleven nutty racing teams and their silly vehicles in an eye-popper that captures the look and spirit of the TV series.

PLAY CONTROL: Dick Dastardly and Musty, Penelope Pusspot, the Slog Brothers and five other racers hit the sulking road, and each handles differently, pitting depth atop the quirky fun.

GAME DESIGN: Racing games, especially those with behind-the-car exhibitions of speed, haven't had the best track record on the GB, but Wacky Races is a fast, breezy-style



game, complete with power-ups, boosts, jumps, oil slicks and oncoming traffic.

SATISFACTION: This is actually the second Wacky Races game for Nintendo. While the first was, strangely, a platformer for the NES, this version does the license justice and GBC racing games proud.

SOUND: It would have been nice to hear Musty's sneering snicker, but the giddy score is worth keeping an ear out for, too.

COMMENTS: Kyle—*What a great license to pull out of the past! A good game with classic characters, instead of a bad game with hugely popular characters.*



OVERALL RATING
7.2

GRAPHICS
7.3

PLAY CONTROL
7.2

GAME DESIGN
7.5

SAT
7.2

SOUND
7.6



HOW IT RATES

A good and goofy racing game for all ages. Wacky

Races was approved by the ESRB for Everyone. Explosive power-ups do come into play, but there's no marketing that the dastardly dongs are comic and non-lethal.

WACKY RACES STAFF SCORES

5.0 — Kyle

4.8 — Slog

4.7 — Dave

4.1 — Scott

DISNEY'S DINOSAUR

Ubi Soft unearths Disney dino and Jurassic action.

GRAPHICS: A far cry from the jaw-dropping animation of the Disney flick, Ubi Soft's relatively lackluster adaptation looks a tad primitive and in need of revving. In contrast, the 35 character portraits that you can print out, look more on par with Disney standards.

PLAY CONTROL: As you find the other characters in the game, you'll eventually be able to play as them. Each character has a unique ability that may help you finish an objective, like climbing vines using Sars, jumping crevasses as Fido or pushing heavy objects with Alade. The game is meant for younger players, so mastering the repertoire of moves is made easy thanks to simple and responsive controls.

GAME DESIGN: Similar to the character juggling of Donkey Kong 64, Dinosaur



requires explorers to choose the right prehistoric creature for the job, and the steep makes things interesting and puzzling.

SATISFACTION: The game encourages teamwork and teaches problem solving, making Dinosaur a positive diversion for younger gamers.

SOUND: The sound track is a notch above the usual, and the dinosaur snarls and sound effects have considerable bite.

COMMENTS: Andy—*Appropriate for the target audience, but the action is too simple for older gamers. Drew—This may become the victim of natural selection.*



OVERALL RATING
5.8

GRAPHICS
5.8

PLAY CONTROL
5.7

GAME DESIGN
5.3

SAT
5.5

SOUND
5.2



HOW IT RATES

In this case, it stands for "Everybody"

not "Extract," and Dinosaur thrives with some gaming suitable for all ages. Just as you'd expect from a Disney-related title, Dinosaur is safe for everyone.

DISNEY'S DINOSAUR STAFF SCORES

4.8 — Drew

4.2 — Andy

4.0 — Slog

3.5 — Scott

3.4 — Kyle

ALSO PLAYING THIS MONTH

XTREME SPORTS

- PlayStation 2, Xbox, PC
- 1 player
- ESR: Moderate
- 5 levels



A slick and winning mix of fast-paced, combo-based events, Xtreme Sports has competitors executing tricks to earn points, moving to turn in record times and answering to collect flags. Set up an adventure-style format, the story-focused game also manages to poke fun at how cable companies market to "extreme" types.



OVERALL RATING
7.9

GRAPHICS 7.5
PLAY CONTROL 7.5
GAME DESIGN 8.0
MUSIC 8.0
SOUND 8.0

MAGICAL DROP

- PlayStation 2, Xbox, PC, Mac OS
- 4 or 2 players (split-screen only)
- SRG available
- Game Link to: 24 Player Multiplayer



An instantly frantic puzzle encounter at the Quark-Move land, Magical Drop unleashes gobs of blocks toward a character in the middle of the playing field. That character can magically clear away blocks, but you must protect it from the onslaught by extracting like-colored columns and shooting them back at matching stacks.



OVERALL RATING
7.7

GRAPHICS 7.0
PLAY CONTROL 7.5
GAME DESIGN 7.5
MUSIC 8.0
SOUND 7.0

WAVE THE POOH: ADVENTURES IN THE 100-ACRE WOOD

- PlayStation 2, Xbox, PC
- 1 player
- SRG available



Wendell's gap-jawed video board game will excite the tots and toddlers as they submit, A. A. Milne takes such as hiding from Tigger as he pursues you on the game board. Gurus can also view stats, play movie-style minigames and duels to Pooh's home in a chunky, expert-repose time-saver, and he'll be so Pooh himself.



OVERALL RATING
7.2

GRAPHICS 6.5
PLAY CONTROL 7.0
GAME DESIGN 6.5
MUSIC 6.5
SOUND 7.0

MIB2: MEN IN BLACK—THE SERIES

- PlayStation 2, Xbox, PC
- 1 to 2 players (alternating)
- SRG available



More Mission: Impossible than the previous MIB platformer, MIB2 features the adventures of Agents J and K in their pursuit of assassins, bomb threats and an evil-coded bomb. Up to eight players can switch off capturing the collectibles in a cooperative mode, which lets each player begin where the previous one left and the lift off.



OVERALL RATING
6.6

GRAPHICS 7.0
PLAY CONTROL 6.5
GAME DESIGN 6.5
MUSIC 6.5
SOUND 6.5

VR SPORTS POWERPAT BACING

- PlayStation 2, Xbox, PC
- 1 or 2 players (split-screen only)
- SRG available
- Game Link compatible



In Virtua's top-down hybrid race, you'll pilot either a sleek rail or a conventional-type open-cockpit in a serpentine course that aligns with forking paths. Decent controls allow for smooth sailing, but what really keeps this game afloat are your out-thrust rival racers and the inclusion of a two-player Game Link competition.



OVERALL RATING
5.6

GRAPHICS 6.5
PLAY CONTROL 6.5
GAME DESIGN 6.5
MUSIC 6.5
SOUND 6.5

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

ANDY:

ARMONDO:

CHRIS:

DAN:

DREW:

HENRY:

JASON:

JENNIFER:

KYLE:

NATE:

SCOTT:

SONJA:

RATINGS

Overall, we're impressed with Xtreme Sports, which is a fun and fast-paced game that offers a great mix of challenges and rewards. The graphics are solid, and the controls are intuitive. The game design is solid, and the satisfaction is high. The sound is also good.

GRAPHICS

7.5

PLAY CONTROL

7.5

GAME DESIGN

8.0

SATISFACTION

8.0

SOUND

8.0

AGE RATINGS

ESRB ratings are based on the content of the game. The ratings are as follows: E (Everyone), ESRG (Everyone with Caution), T (Teen), T+ (Teen Plus), M (Mature), M+ (Mature Plus), and RP (Rating Pending).



Early Childhood



Teen (13+)



Adult (18+)



All Ages



Mature (17+)



Rating Pending

PAK WATCH

The adventure continues.

The inside source for all
Nintendo News.

THIS MONTH

DESIGN'S DONALD DUCK



"Oh boy, oh boy, oh boy!"

ISS 2000



Roscoe puts his feet down.

CRUISE EVOTICA



A piece of road.

MADDEN 2001



Big man running.

GAME BOY ADVANCES? YOUR QUESTIONS ANSWERED

Ever since Nintendo of America held a conference for developers of Game Boy Advance games in early April, readers have been writing and e-mailing us with questions about the next generation, handheld system. So here's the latest:

Q: What will Advance look like?

A: We don't have any images of the final casing yet, but you can get a fair idea from the following description. Game Boy Advance (known as Nintendo's AGB) will be about the same size as Game Boy Color. It will be held horizontally instead of vertically because of its wider screen. The control interface of Game Boy Advance will consist of six buttons and a Control Pad. There will be a serial port connection, and an infrared port will be available as an accessory since it won't be built into the system.

Q: How good are the graphics?

A: Very good. The 3" diagonal LCD is 60% larger than the screen of Game Boy Color, and it has a resolution of 240 x 160 pixels and a palette of over 32,000 colors in hi-mem mode. The screen image is very sharp and it doesn't blur when characters move about. Several sample animations were shown to the developers, including a full-motion video running at 30 frames per second and 2-D animations that demonstrated AGB's built-in transparency and fading capabilities. Other highlights included showing 120 objects moving on the screen simultaneously. A running demo

of Yoshi's Story signaled that the system isn't limited to recreations of Super NES titles.

Q: Is the sound better than on Game Boy?

A: The sound samples emulating the output from the success packs were quite impressive, demonstrating that AGB can combine four audio channels from the original Game Boy with two new PCM channels capable of producing very high quality music and sound effects. A demonstration of Factor 5's music software tool MusyX blended 20 instrument voices together. Of course, the sound will be best heard through headphones.

Q: What network capabilities will Advance have?

A: Four AGBs will be able to link together via the serial ports for direct multiplayer gaming. The AGB also will feature advanced capabilities for wireless or landline networked gaming and support cool accessories such as the color camera and printer.

Q: Will older Game Boy titles play on Advance?

A: Yes, all of them. Advance contains the Game Boy Color CPU in addition to the 16-bit CPU. New games will range in size from 32 Megabits up to 256 Megabits, compatible to N64 games. Advance games will not run on older Game Boy systems.

Q: When will it be released?

A: The current plan is to release the system

SUMMER STYLE SET BY BEAR IN HOTPANTS



The year 2000 is likely to enjoy a rare summer. It's not that rain is less likely to fall or that the sunsets will be an unusual shade of orange this year. No, it's going to be special because two incredible N64 games will be launched by Rare within a span of three months. At the end of May, Perfect Dark got the ball rolling with intense action. Then, on August 28th, the



release of Banjo-Toonie will bring much-needed comic relief with the irrepressible bear and bird duo from Banjo-Kazooie in what's possibly the most beautiful video game ever made. Up until this point, news on the development of Banjo-Toonie has been kept fairly quiet, but Power can't keep mum any longer. Banjo-Toonie is a treasure, and though it's still being polished, we can see clearly that it is a gem with Rare qualities. Beginning with all the moves players learned in B-K, Banjo-Toonie goes on to add at least another 20 moves to the pair's repertoire. The eight new worlds contain Juggies and Jujos, as in the previous adventure, but the puzzles are clever enough to fool these Nabal laureates and a wessel, and some of the fights take place against enemies that are big enough to get their own zip code. Players will



encounter hilarious characters, a wonderful musical score, vast areas that must be visited over and over, and graphics so stunning that they should be painted on the ceiling of some really famous building. And then there are those brilliant yellow shorts—we think they're going to be all the rage this summer.



Pak Play

Hands-on previews of upcoming games.

MIDWAY CRUISES AGAIN

Cruis'n EXOTICA takes the tried-and-true formula of speed, road courses, unusual racing vehicles and lots of bumper-to-bumper action, and to make this Cruis'n truly exotic, Midway slips in some fantasy elements such as roads on Atlantis and Mars. With 12 tracks and fields of 12 cars, there's a lot to explore. The cars are as otherworldly as some of the races: the Cooler is a hearse, the Warwagon has a cannon mounted in back, the Wildcard is a convertible semi, and the Sundowner is an experimental solar-

powered vehicle. Exotica for the N64 remains true to its arcade heritage with solid play control, high frame rates and a rocking sound track. The low-poly objects help keep the game fast, so all those flat trees are really a good thing. Cruis'n fans will have three modes to master—Exotica, Freestyle and Challenge. If you do well, you'll win new vehicles. Midway hasn't nailed down the release date yet, but they've suggested that it will be late this fall.



A SOCCER SUPERSTAR RETURNS

Konami's International Superstar Soccer scored the first goal when it was released for the N64, but in the years that followed, the FIFA series stole most of the thunder. Now, approaching the 2000

Olympics this October, Konami is making another run at stardom, and the competition from FIFA is nowhere to be seen. ISS 2000 features most of the things that have made the series so solid. There are seven modes of play: Pre-season Match, World League, International Cup, Euro Cup, PK, Scenario and Training. Up to four players can join in. In fact, four players can join together and gang up on the CPU. Once again the commentary is realistic, provided by Chris James and Terry Butcher. And the graphics also received a boost, so least if you play in an Expansion Pak. The innovative player status icons help you put the best team on the pitch.



YE MIGHTY HEROES OF 3DO

PAK
WATCH

Hail all heroes—knights and wizards alike—for thy quest is about to begin. *Heroes of Might & Magic* for Game Boy Color has appeared on the RPG/strategy scene like a breath of fresh air. In this innovative PC adaptation, you'll take the throne of a kingdom in one of eight scenarios. As the monarch, you're charged with ordering the affairs of your country, recruiting and commanding heroes, managing natural resources and your coffers of gold, and doing battle with enemy nations on your borders. The battle system combines real-time and turn-based elements—all very intuitive.

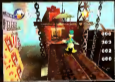
Like *Warlock*, *Heroes of M&M* asks players to explore uncharted lands and build new units. Tools such as the Kingdom Overview help you check the status of your possessions so you can make quick decisions. Know Wonder, the developer, is better known for educational PC titles, but this mini GBC epic is mightier than most, and you'll be able to bring it home to your castle by the end of this month.



THE "OTHER" DONALD ^{NP}

When it comes to video game characters, Donald Duck is set to trump the competition in Ubi Soft's upcoming N64 title featuring Disney's hero. Early versions of the game show a 3-D Donald hopping and bopping through a wide range of worlds. Due out this fall, Disney's Donald Duck will feature

platform action of all sorts. You'll find open 3-D arenas, Marioesque adventure areas and Crash Bandicoot-style action-on-a-track. Our early versions have had sweet play control, as well. This month's Pak gallery gives you a break-watering taste of the fine-feathered hero.



Mr. Duck steps out on the N64.

Pak Peek

What's breaking in the world of games.

Mia means soccer

Shortly before E3, South Peak Interactive made history by announcing that Mia Hamm, the star of the U.S. women's 1999 World Cup championship soccer team, would endorse Mia Hamm Soccer 2000 for the N64. The remarkable thing is not



Mia Hamm

that another soccer game will be available later this year, but that for the first time in console game history a female athlete will endorse a video game of a major team sport. The game features real-time weather conditions, multiple difficulty levels, 50 women's soccer teams from around the world and voice commentary from Wendy Gebauer, lead analyst for the 1999 Women's World Cup broadcasts. It's about time women's sports were added to the video game library, and we hope other publishers follow South Peak's lead.

N64+ update

Who's in and who's out? The world of video game publishing constantly shifts with titles being announced, developed, dropped or published. The latest drop is *Tony Hawk's Pro Skater 2*—the announced game was dropped recently, but it certainly isn't the result of poor performance by the original game. *Tony Hawk* has been on the top 10 sales chart since its debut. But on the other side of the coin, new titles such as *Batman Beyond*, currently in the works for the N64 at Namco, tend to balance out the equation.

Another unexpected game for fall anno is a new Madden football game for the N64. Rumormongers on the Internet falsely reported that EA Sports didn't have any N64 titles in their lineup for the fall season. It turns out that they will go head-to-head one more time with Activision's NFL Quarterback Club.

Activision's *X-Men: Mutant Academy* may turn out to be a surprise hit when it's released later this year. The upcoming movie could make this comic book franchise even more popular than expected. In the game, you'll find yourself in the training facility of the famous X-Men, where you'll learn the fighting moves of ten of the mutants: Wolverine, Cyclops, Gambit, Storm, Beast, Phoenix, Magneto and Sabretooth each have signature moves and mutant powers. And honestly, who among us hasn't wanted to use our superpowers to kick some mutant tail?

Virtuals duo of *Polaris SnoCross* and *Sea-Doo Hydro-Cross* are looking remarkably sheep even at an early stage of development. Both races are likely to miss their scheduled launch dates in August, but we



Polaris SnoCross



Sea-Doo Hydro-Cross

won't complain if the final games look this good.

At Red Storm, the people who brought you *Rainbow Six* are working hard on a new N64 thriller with a more radical threat than terrorists. Based on a new TV series, *Roswell Conspiracies* follows two intelligence agents as they probe 40 levels in search of evidence that aliens live among us. Part of the strategy will be to keep what you know hidden from the public so running around blasting aliens in midtown Manhattan will be a no-no.



Tetris Express

Infogrames has moved ahead with plans to release *Taxi Express* this fall. The game is finally taking shape at Zed Two, the British developer that created *Wetrix*. Although the plot hasn't changed since we first reported on *Taxi*, the game play mechanics have been refined. The best part of the previous version we played at Pak Watch was *Taxi*'s spin move, which lets players blast through walls and obstacles.

The ninja returns

What little publisher produces innovative GBC games that everyone loves? If you have just one answer to this million-dollar question, choose Natsume. The year 2000 will see Natsume continuing its self-appointed campaign to bring classy games with surprising depth to Game Boy Color. Launching two RPG adventures—*Harvest Moon 2* and *Legend of the River King 2*—would have been enough to satisfy most gamers, but Natsume has bigger plans. *Lufia: The Beginning of a Legend* brings a

KIRBY64 THE CRYSTAL SHARDS



Your little pink friend from the NES, Super NES and Game Boy is back! The enemy-inhaling superstar bounds onto the N64 in an action/adventure that will take you far apace and beyond. The Dark Matter has made a mess—4 things on Ripple Star, leaving Kirby to pick up the pieces on a series of treacherous planets. Start your journey with our Crystal-collecting coverage in July.



WARLOCKED



Your series of brave knights and foul beasts are fleshing out the Game Boy Color. We'll walk you through the finer sword points of real-time strategy over months.

CRYSTALIS



The four elemental winds are waiting to be tamed in this adaptation of the NES classic for Game Boy Color. Our sage advice will help you become the savior of Dagonia.

E3 Wrap-Up

After the Electronic Entertainment Expo folds up shop and the dust settles, our expert witnesses will give full testimony about the exciting new products displayed there.

1. Kirby's Dream Land 2 (NES)
2. Kirby's Dream Land (NES)
3. Kirby's Dream Land 3 (GB)
4. Kirby's Dream Land 4 (GB)
5. Kirby's Dream Land 5 (GB)
6. Kirby's Dream Land 6 (GB)
7. Kirby's Dream Land 7 (GB)
8. Kirby's Dream Land 8 (GB)
9. Kirby's Dream Land 9 (GB)
10. Kirby's Dream Land 10 (GB)
11. Kirby's Dream Land 11 (GB)
12. Kirby's Dream Land 12 (GB)
13. Kirby's Dream Land 13 (GB)
14. Kirby's Dream Land 14 (GB)
15. Kirby's Dream Land 15 (GB)
16. Kirby's Dream Land 16 (GB)
17. Kirby's Dream Land 17 (GB)
18. Kirby's Dream Land 18 (GB)
19. Kirby's Dream Land 19 (GB)
20. Kirby's Dream Land 20 (GB)
21. Kirby's Dream Land 21 (GB)
22. Kirby's Dream Land 22 (GB)
23. Kirby's Dream Land 23 (GB)
24. Kirby's Dream Land 24 (GB)
25. Kirby's Dream Land 25 (GB)
26. Kirby's Dream Land 26 (GB)
27. Kirby's Dream Land 27 (GB)
28. Kirby's Dream Land 28 (GB)
29. Kirby's Dream Land 29 (GB)
30. Kirby's Dream Land 30 (GB)
31. Kirby's Dream Land 31 (GB)
32. Kirby's Dream Land 32 (GB)
33. Kirby's Dream Land 33 (GB)
34. Kirby's Dream Land 34 (GB)
35. Kirby's Dream Land 35 (GB)
36. Kirby's Dream Land 36 (GB)
37. Kirby's Dream Land 37 (GB)
38. Kirby's Dream Land 38 (GB)
39. Kirby's Dream Land 39 (GB)
40. Kirby's Dream Land 40 (GB)
41. Kirby's Dream Land 41 (GB)
42. Kirby's Dream Land 42 (GB)
43. Kirby's Dream Land 43 (GB)
44. Kirby's Dream Land 44 (GB)
45. Kirby's Dream Land 45 (GB)
46. Kirby's Dream Land 46 (GB)
47. Kirby's Dream Land 47 (GB)
48. Kirby's Dream Land 48 (GB)
49. Kirby's Dream Land 49 (GB)
50. Kirby's Dream Land 50 (GB)

51. Kirby's Dream Land 51 (GB)
52. Kirby's Dream Land 52 (GB)
53. Kirby's Dream Land 53 (GB)
54. Kirby's Dream Land 54 (GB)
55. Kirby's Dream Land 55 (GB)
56. Kirby's Dream Land 56 (GB)
57. Kirby's Dream Land 57 (GB)
58. Kirby's Dream Land 58 (GB)
59. Kirby's Dream Land 59 (GB)
60. Kirby's Dream Land 60 (GB)
61. Kirby's Dream Land 61 (GB)
62. Kirby's Dream Land 62 (GB)
63. Kirby's Dream Land 63 (GB)
64. Kirby's Dream Land 64 (GB)
65. Kirby's Dream Land 65 (GB)
66. Kirby's Dream Land 66 (GB)
67. Kirby's Dream Land 67 (GB)
68. Kirby's Dream Land 68 (GB)
69. Kirby's Dream Land 69 (GB)
70. Kirby's Dream Land 70 (GB)
71. Kirby's Dream Land 71 (GB)
72. Kirby's Dream Land 72 (GB)
73. Kirby's Dream Land 73 (GB)
74. Kirby's Dream Land 74 (GB)
75. Kirby's Dream Land 75 (GB)
76. Kirby's Dream Land 76 (GB)
77. Kirby's Dream Land 77 (GB)
78. Kirby's Dream Land 78 (GB)
79. Kirby's Dream Land 79 (GB)
80. Kirby's Dream Land 80 (GB)
81. Kirby's Dream Land 81 (GB)
82. Kirby's Dream Land 82 (GB)
83. Kirby's Dream Land 83 (GB)
84. Kirby's Dream Land 84 (GB)
85. Kirby's Dream Land 85 (GB)
86. Kirby's Dream Land 86 (GB)
87. Kirby's Dream Land 87 (GB)
88. Kirby's Dream Land 88 (GB)
89. Kirby's Dream Land 89 (GB)
90. Kirby's Dream Land 90 (GB)
91. Kirby's Dream Land 91 (GB)
92. Kirby's Dream Land 92 (GB)
93. Kirby's Dream Land 93 (GB)
94. Kirby's Dream Land 94 (GB)
95. Kirby's Dream Land 95 (GB)
96. Kirby's Dream Land 96 (GB)
97. Kirby's Dream Land 97 (GB)
98. Kirby's Dream Land 98 (GB)
99. Kirby's Dream Land 99 (GB)
100. Kirby's Dream Land 100 (GB)

101. Kirby's Dream Land 101 (GB)
102. Kirby's Dream Land 102 (GB)
103. Kirby's Dream Land 103 (GB)
104. Kirby's Dream Land 104 (GB)
105. Kirby's Dream Land 105 (GB)
106. Kirby's Dream Land 106 (GB)
107. Kirby's Dream Land 107 (GB)
108. Kirby's Dream Land 108 (GB)
109. Kirby's Dream Land 109 (GB)
110. Kirby's Dream Land 110 (GB)
111. Kirby's Dream Land 111 (GB)
112. Kirby's Dream Land 112 (GB)
113. Kirby's Dream Land 113 (GB)
114. Kirby's Dream Land 114 (GB)
115. Kirby's Dream Land 115 (GB)
116. Kirby's Dream Land 116 (GB)
117. Kirby's Dream Land 117 (GB)
118. Kirby's Dream Land 118 (GB)
119. Kirby's Dream Land 119 (GB)
120. Kirby's Dream Land 120 (GB)
121. Kirby's Dream Land 121 (GB)
122. Kirby's Dream Land 122 (GB)
123. Kirby's Dream Land 123 (GB)
124. Kirby's Dream Land 124 (GB)
125. Kirby's Dream Land 125 (GB)
126. Kirby's Dream Land 126 (GB)
127. Kirby's Dream Land 127 (GB)
128. Kirby's Dream Land 128 (GB)
129. Kirby's Dream Land 129 (GB)
130. Kirby's Dream Land 130 (GB)
131. Kirby's Dream Land 131 (GB)
132. Kirby's Dream Land 132 (GB)
133. Kirby's Dream Land 133 (GB)
134. Kirby's Dream Land 134 (GB)
135. Kirby's Dream Land 135 (GB)
136. Kirby's Dream Land 136 (GB)
137. Kirby's Dream Land 137 (GB)
138. Kirby's Dream Land 138 (GB)
139. Kirby's Dream Land 139 (GB)
140. Kirby's Dream Land 140 (GB)
141. Kirby's Dream Land 141 (GB)
142. Kirby's Dream Land 142 (GB)
143. Kirby's Dream Land 143 (GB)
144. Kirby's Dream Land 144 (GB)
145. Kirby's Dream Land 145 (GB)
146. Kirby's Dream Land 146 (GB)
147. Kirby's Dream Land 147 (GB)
148. Kirby's Dream Land 148 (GB)
149. Kirby's Dream Land 149 (GB)
150. Kirby's Dream Land 150 (GB)

151. Kirby's Dream Land 151 (GB)
152. Kirby's Dream Land 152 (GB)
153. Kirby's Dream Land 153 (GB)
154. Kirby's Dream Land 154 (GB)
155. Kirby's Dream Land 155 (GB)
156. Kirby's Dream Land 156 (GB)
157. Kirby's Dream Land 157 (GB)
158. Kirby's Dream Land 158 (GB)
159. Kirby's Dream Land 159 (GB)
160. Kirby's Dream Land 160 (GB)
161. Kirby's Dream Land 161 (GB)
162. Kirby's Dream Land 162 (GB)
163. Kirby's Dream Land 163 (GB)
164. Kirby's Dream Land 164 (GB)
165. Kirby's Dream Land 165 (GB)
166. Kirby's Dream Land 166 (GB)
167. Kirby's Dream Land 167 (GB)
168. Kirby's Dream Land 168 (GB)
169. Kirby's Dream Land 169 (GB)
170. Kirby's Dream Land 170 (GB)
171. Kirby's Dream Land 171 (GB)
172. Kirby's Dream Land 172 (GB)
173. Kirby's Dream Land 173 (GB)
174. Kirby's Dream Land 174 (GB)
175. Kirby's Dream Land 175 (GB)
176. Kirby's Dream Land 176 (GB)
177. Kirby's Dream Land 177 (GB)
178. Kirby's Dream Land 178 (GB)
179. Kirby's Dream Land 179 (GB)
180. Kirby's Dream Land 180 (GB)
181. Kirby's Dream Land 181 (GB)
182. Kirby's Dream Land 182 (GB)
183. Kirby's Dream Land 183 (GB)
184. Kirby's Dream Land 184 (GB)
185. Kirby's Dream Land 185 (GB)
186. Kirby's Dream Land 186 (GB)
187. Kirby's Dream Land 187 (GB)
188. Kirby's Dream Land 188 (GB)
189. Kirby's Dream Land 189 (GB)
190. Kirby's Dream Land 190 (GB)
191. Kirby's Dream Land 191 (GB)
192. Kirby's Dream Land 192 (GB)
193. Kirby's Dream Land 193 (GB)
194. Kirby's Dream Land 194 (GB)
195. Kirby's Dream Land 195 (GB)
196. Kirby's Dream Land 196 (GB)
197. Kirby's Dream Land 197 (GB)
198. Kirby's Dream Land 198 (GB)
199. Kirby's Dream Land 199 (GB)
200. Kirby's Dream Land 200 (GB)

201. Kirby's Dream Land 201 (GB)
202. Kirby's Dream Land 202 (GB)
203. Kirby's Dream Land 203 (GB)
204. Kirby's Dream Land 204 (GB)
205. Kirby's Dream Land 205 (GB)
206. Kirby's Dream Land 206 (GB)
207. Kirby's Dream Land 207 (GB)
208. Kirby's Dream Land 208 (GB)
209. Kirby's Dream Land 209 (GB)
210. Kirby's Dream Land 210 (GB)
211. Kirby's Dream Land 211 (GB)
212. Kirby's Dream Land 212 (GB)
213. Kirby's Dream Land 213 (GB)
214. Kirby's Dream Land 214 (GB)
215. Kirby's Dream Land 215 (GB)
216. Kirby's Dream Land 216 (GB)
217. Kirby's Dream Land 217 (GB)
218. Kirby's Dream Land 218 (GB)
219. Kirby's Dream Land 219 (GB)
220. Kirby's Dream Land 220 (GB)
221. Kirby's Dream Land 221 (GB)
222. Kirby's Dream Land 222 (GB)
223. Kirby's Dream Land 223 (GB)
224. Kirby's Dream Land 224 (GB)
225. Kirby's Dream Land 225 (GB)
226. Kirby's Dream Land 226 (GB)
227. Kirby's Dream Land 227 (GB)
228. Kirby's Dream Land 228 (GB)
229. Kirby's Dream Land 229 (GB)
230. Kirby's Dream Land 230 (GB)
231. Kirby's Dream Land 231 (GB)
232. Kirby's Dream Land 232 (GB)
233. Kirby's Dream Land 233 (GB)
234. Kirby's Dream Land 234 (GB)
235. Kirby's Dream Land 235 (GB)
236. Kirby's Dream Land 236 (GB)
237. Kirby's Dream Land 237 (GB)
238. Kirby's Dream Land 238 (GB)
239. Kirby's Dream Land 239 (GB)
240. Kirby's Dream Land 240 (GB)
241. Kirby's Dream Land 241 (GB)
242. Kirby's Dream Land 242 (GB)
243. Kirby's Dream Land 243 (GB)
244. Kirby's Dream Land 244 (GB)
245. Kirby's Dream Land 245 (GB)
246. Kirby's Dream Land 246 (GB)
247. Kirby's Dream Land 247 (GB)
248. Kirby's Dream Land 248 (GB)
249. Kirby's Dream Land 249 (GB)
250. Kirby's Dream Land 250 (GB)

251. Kirby's Dream Land 251 (GB)
252. Kirby's Dream Land 252 (GB)
253. Kirby's Dream Land 253 (GB)
254. Kirby's Dream Land 254 (GB)
255. Kirby's Dream Land 255 (GB)
256. Kirby's Dream Land 256 (GB)
257. Kirby's Dream Land 257 (GB)
258. Kirby's Dream Land 258 (GB)
259. Kirby's Dream Land 259 (GB)
260. Kirby's Dream Land 260 (GB)
261. Kirby's Dream Land 261 (GB)
262. Kirby's Dream Land 262 (GB)
263. Kirby's Dream Land 263 (GB)
264. Kirby's Dream Land 264 (GB)
265. Kirby's Dream Land 265 (GB)
266. Kirby's Dream Land 266 (GB)
267. Kirby's Dream Land 267 (GB)
268. Kirby's Dream Land 268 (GB)
269. Kirby's Dream Land 269 (GB)
270. Kirby's Dream Land 270 (GB)
271. Kirby's Dream Land 271 (GB)
272. Kirby's Dream Land 272 (GB)
273. Kirby's Dream Land 273 (GB)
274. Kirby's Dream Land 274 (GB)
275. Kirby's Dream Land 275 (GB)
276. Kirby's Dream Land 276 (GB)
277. Kirby's Dream Land 277 (GB)
278. Kirby's Dream Land 278 (GB)
279. Kirby's Dream Land 279 (GB)
280. Kirby's Dream Land 280 (GB)
281. Kirby's Dream Land 281 (GB)
282. Kirby's Dream Land 282 (GB)
283. Kirby's Dream Land 283 (GB)
284. Kirby's Dream Land 284 (GB)
285. Kirby's Dream Land 285 (GB)
286. Kirby's Dream Land 286 (GB)
287. Kirby's Dream Land 287 (GB)
288. Kirby's Dream Land 288 (GB)
289. Kirby's Dream Land 289 (GB)
290. Kirby's Dream Land 290 (GB)
291. Kirby's Dream Land 291 (GB)
292. Kirby's Dream Land 292 (GB)
293. Kirby's Dream Land 293 (GB)
294. Kirby's Dream Land 294 (GB)
295. Kirby's Dream Land 295 (GB)
296. Kirby's Dream Land 296 (GB)
297. Kirby's Dream Land 297 (GB)
298. Kirby's Dream Land 298 (GB)
299. Kirby's Dream Land 299 (GB)
300. Kirby's Dream Land 300 (GB)

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below. Use the back cover 'Up Next' Order Form to place an order post-haste. Nintendo Power issues are available at all our Consumer Service Department or at www.nintendo.com or in stores with Video Game/Gift.

Volume 124 (May '04) *Resident Evil: Perfect Dark* (Nintendogame); *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 125 (June '04) *Star Wars: The Force Unleashed*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 126 (July '04) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 127 (Aug '04) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 128 (Sept '04) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 129 (Oct '04) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 130 (Nov '04) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 131 (Dec '04) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 132 (Jan '05) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 133 (Feb '05) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 134 (Mar '05) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 135 (Apr '05) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 136 (May '05) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

Volume 137 (June '05) *Street Fighter: The Final Fight*; *Final Fantasy: The Second Attack*; *Street Wars*; *Tomorrow's Lemony Tunes Collection*; *Star Wars* (SR); *Sankeonians: Max: The Chameleon's Real Challenge* (SR); *Shovel Knight* (SR); *Tomb Raider* (SR); *Metroid Prime*; *King of the Hill*; *Super Smash Bros. Melee*; *Dark Cloud*; *Fire Emblem: Ippon*; *Nintendo Power Awards Winners*

THE BEST OF BOTH WORLDS: TWICE THE POWER!

NINTENDO POWER

Nintendo Power magazine, the only source for game play information straight from the pros at Nintendo, is teaming up with Nintendo Power Source Online like never before to bring you the very best in gaming news, tips and strategies. Look for the new NP icon in our feature articles to point you to extended coverage on the World Wide Web.



nintendopower.com

The total package of game play power is just beginning. At nintendopower.com you can view pro game play footage that takes you through the tips from Nintendo Power magazine step by step. And this is just the start. Look for future developments at nintendopower.com to power-up your game play skills!



Subscribe via our web site at www.nintendopower.com or call 1-800-255-3700



*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

